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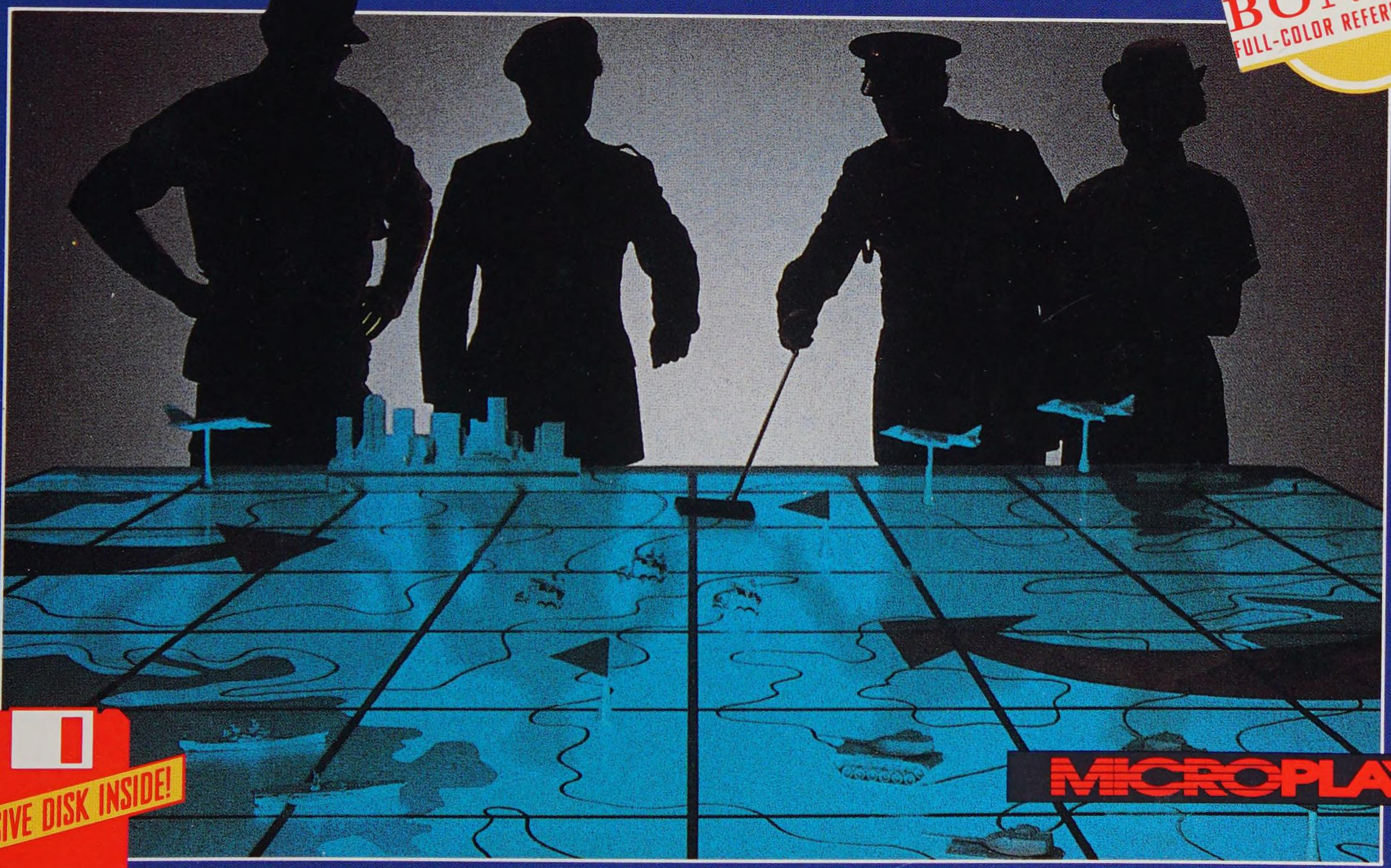

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# GLOBAL CONQUEST

## The Official Strategy Guide

Alan Emrich

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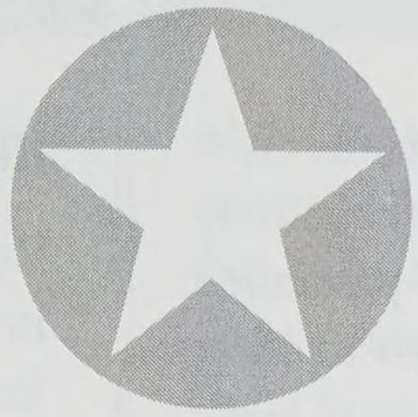


# Preface

## HOW TO USE THIS BOOK AND DISK

This book is more than just a comprehensive guide to the game *Global Conquest*. True, it does focus a great deal on particular playing strategies, tips, and techniques that will make any reader a better player of the game and a master of its finer points. Each game feature is examined in depth, with detailed tabular information for those who like to know "what the computer is thinking" when various things occur.

In this book you'll get some background on strategy gaming in general and the evolution of *Global Conquest* in particular. It will teach you to create new player icons and maps, and to custom-design your own scenarios. You'll also learn where to find other players andhow to connect up with them.

This book goes most clearly beyond other gaming guides in its philosophy lessons and in the inclusion of a disk with many exciting enhancements. The lessons in this book, particularly those on the art of war, military principles, and diplomacy, teach a great deal that goes beyond the playing of *Global Conquest*. In fact, some have said the amusing Moral Justification Chart in Chapter 12 is worth the price of the book. Perhaps, but there's a lot more.

In all honesty, the simple military principles taught to help players succeed in *Global Conquest* can be transferred to virtually any competitive endeavor. Sports, marketing, politics, and business competition all offer practical applications of the principles of war. Don't be surprised if the things you learn in this book also help you in your "real-world" battles.

The disk included on the back cover (tucked away behind a handy player aid card, which you can remove and keep in front of your computer while playing *Global Conquest*) is very important. On it you'll find Version

2 of the game, a Map Maker program, new player icons, maps, scenarios, and films to study that demonstrate many of the lessons presented in the book. Yes, this is more than just another computer game guide.

## THE DISK AND I

*Intuitive means never having to have to read the documentation.*

*—Alan Emrich*

The disk included with this book is chock full of goodies for the game of *Global Conquest*. There are five tutorial scenarios, which are presented as building blocks for the proper learning of the basics. Other, more advanced scenarios, some using custom-made maps, are also included. You will also find a bevy of new player icons to add to your choices, and special game films are included that highlight many of the strategic and tactical examples of optimal game play presented in this book. Thus you'll not only be able to read about a particular tactic, you'll also get to see it, properly executed, on the screen.

Most important, the disk also includes revisions to the game program itself (Version 2). All the specific files included on the disk, along with a brief description of what each one is, can be found in Chapter 19. That chapter also lists the specific changes made between the two versions. Note that when *Global Conquest* is played on more than one computer, all machines must be using the same version of the game. Version 1 is incompatible with Version 2, so your saved games and other files made using Version 1 are not guaranteed to work with Version 2

## Installation

Before proceeding with this book, you should install the disk now. The disk has an "auto-install" routine, A:INSTALL (or B:INSTALL, depending on your drive configuration). It will ask what directory your *Global Conquest* game is in and install everything there. Simply type Aand press Enter, then type INSTALL and press Enter again. From there, just follow the prompts.

## CONFLICTS BETWEEN THIS BOOK AND THE GAME'S DOCUMENTATION

Occasionally, the information provided in this book will conflict with the documentation for *Global Conquest*. Rest assured that this book is correct. Written with the program's source code printout in one hand and Ozark Softscape on the telephone in the other, fact-checked by hard-core *Global Conquest* players (who could find the bad bit in a bug at 40 megabytes), and having the advantage of being written after the game was released, this book is more accurate than the Instruction Manual.

## COUNTING DISTANCES IN THIS BOOK

When counting distances in squares is referred to in this book, such distances are always calculated on a circular radius and not in a huge square block. Picture airplane radius circles in your mind and think, "The smallest circle is ten squares accross horizontally and vertically, but only seven diagonally." This same logic applies

to most calculations of distance in *Global Conquest*.

## TERMINOLOGY

*Global Conquest* has its own jargon in some areas and, to be consistent with the game manual, we've used the same terms in this book. All villages, towns, cities, metroplexes, and the native capital are collectively referred to as burbs. Similarly, the economic staple in this game is not money, but rather bucks. Information appears on the Topline (one word) or the Bottom Line (two words).

The artificial intelligence, which constitutes the personality and playing style of the computer opponents, has been lovingly dubbed Ned by the gang at Ozark Softscape. In this book, too, the computer player(s) are referred to as Ned.

The movement steps that units save and expend to get where they are going are abbreviated MS. The strength of units is not discussed in percentages, as it is in the manual, but in strength points. Time is counted in turns. Turns consist of a Planning Phase (which usually ends after a certain amount of time has elapsed), followed by an Execution Phase. This Execution Phase is where the game unfolds for eight consecutive pulses or rounds.

Finally, other players are referred to in this book by using male pronouns such as he, him and his. My failing to use "gender-neutral" terms, in these times of "political correctness," flies in the face of accepted social norms. Tough. I was taught that male pronouns had already been "castrated" to the point of acceptability as a neuter term (this from my militant feminist fifth grade teacher back in her late-1960s "glory days"). Besides, studies have shown that over 90% of all strategy/war gamers are male—which makes this book and its author, if not politically correct, at least more accurate in practical terms.

# Acknowledgments

Numerous people have been instrumental in bringing you *The Official Guide to Global Conquest*. Because *Global Conquest* is a game of telecommunications, I have included on-line addresses (in parentheses: thus) the first time each of these persona dramatis is mentioned.

To begin with, I must thank Russell Sipe (the venerable publisher and editor-in-chief of *Computer Gaming World* magazine, champion of this entire project and a close, personal boss of mine); Rusel DeMaria (an important, ever-beleaguered "high-powered" type at Prima Publishing, who shared my vision of including in this book all the "value added" features we could think of); Kathy Gilmore (the high priestess of public relations at MicroProse Software); and, of course, Dan Bunten (the designer of *Global Conquest* and ringleader of the gang at Ozark Softscape). This book is only possible because each of these four mighty pillars of computer gaming believed in it and, even more important, its author. It helps to know the right people—and that's who these people are.

While I was writing this book, three particular friends and devout *Global Conquest* players lent their unflagging support, to the point of actually helping write parts of it. Each was always there with a chapter-by-chapter critique and an emergency modem connection to test one after another of my crackpot theories. With friends like these in my corner (none of whom I even knew before I put a modem in my computer two years ago, by the way), the worlds of *Global Conquest* are not the only ones I feel confident enough to conquer.

Mark "skulker" Carroll (CompuServe: 71611,2332), in particular, truly deserves a medal (the purple mouse with microchip clusters?). Here is a man who received an e-mail message or two from me every day, plus several daily telephone calls, as he diligently assumed the role of "primary fact-checker." My constant intrusions into his personal life became so excessive that at one point, he was actually picking up his telephone and answering "Hello, Alan." To save on telephone expenses, I flew Mark out to California from New York to work with me, side by side, for five straight days to verify, one last time, that the information in the book was up-to-the-second and to put some finishing touches on the software parts of the manuscript. (Not much of a California vacation, huh, Mark?) He even wrote the Install program for the disk included in this book, and fact-checked every last little detail and formula. A programmer in "real life," Mark is also one of the deadliest players of *Global Conquest* (or *Command HQ* or *Modem Wars*, for that matter) you could ever face.

Roger "Roger-Tzu" White (CompuServe: 72030,2735), another close consultant for this book, contributed a great deal to the philosophical lessons in Chapters 7 (on the Principles of War) and 12 (on Diplomacy). Roger is the venerable "old man" of wargaming; he won the first contest ever run in *The Avalon Hill General* magazine back in the 1960s. Roger also taught me (the hard way) many of the tactical lessons presented in Chapter 10, and served as my "wargaming guru" during the darker moments of keyboard fatigue, and answered many a panic question. A master of modem connections and of building the gaming

community, Roger could easily be nominated as patron saint of the entire hobby. He is certainly one of its finest ambassadors.

Finally, Frank "Turk" Bartolotta (CompuServe: 76711,32) provided his special expertise in the field of telecommunications. Frank wrote about half of Chapter 17 (on Connectivity) and managed to explain things in such a way that even a fairly modem-illiterate gamer like myself could understand them. You'd never guess from his jolly laugh and his effervescent personality that Frank was actually a *lawyer* (of all things), for Morgan-Stanley in New York. Frank is also a spreadsheet guru, and created the One-on-One Battles Table presented in Chapter 10, meticulously working out every possible unit conflict combination. I met Frank when I was first learning my way around CompuServe, where he was serving as a Sysop in the Modem Games Forum,matching gamers up and helping them with all their modem connection problems. He's still there and as helpful to everyone as ever. Frank is definitely one of the good guys.

The "Talented Triumvirate" at Ozark Softscape, too, was constantly besieged by my telephone calls and my e-mail messages on the Ozark BBS. I had so many niggling questions about probabilities and formulas that Dan Bunten even sent me some source code files to wade through. These provided many of the details included in this book; everyone who reads it should thank Dan for his generosity in sharing such confidential information with us. Dan is a true gamer (and a big kid) at heart, so it was a real pleasure working with him. Just be careful if he invites you over for a "little poker game," because there will be more wild cards in the deck than there are in *Global Conquest* [grin].

Dan was also gracious enough to allow myself, skulker, and Turk to be early playtesters for *Global Conquest* and we've seen it evolve considerably over the past year. Patiently listening to all our screwy suggestions, Dan has shown great forbearance in dealing with me in particular. There's simply no way to thank him enough.

J.D. Robinson (CompuServe: 76326,403), who came up with the random world generation routines and did much of the programming toward the end of the *Global Conquest* project (pulling the game along from Version 1.0, through various 1.*X* versions and, finally, to the Version 2.0 you have today) is another of this book's heroes. Not only is J.D. the P.D.Q. Bach of programming (seemingly able to create new features in a single bound), he also took the time to call up the program up on his computer and look up all the obscure questions I asked while I was studying the source code (what's that they say about a little knowledge?). In particular, I drove J.D. nuts with near-constant telephone calls toward the end of this project. At the time, I was seeking explanations of every single formula for each random event card and offering more wild suggestions, such as extending carrier ranges and making the Plague worse. Surely this tried his patience. (After suffering my ceaseless questions, no doubt J.D. wondered if his job description had turned into a Job description.)

Finally, Ozark's newest member, Scott Osborn (CompuServe: 71231,1145; Prodigy: CCTW41A), who had worked on the game, came through for every *Global Conquest* player again, this time through the book you're reading now. Scott, who does the finances at Ozark, has aspirations of becoming a full-time computer game programmer, and shows a lot of talent for it. Scott created the Icon Editor included with the game and was the primary writer for the *Instruction Manual*. The Map Maker program included with this book is another Scott Osborn production, only this time he's going the

"shareware" route with his work (largely because I can't afford to pay him what this great little program is worth). Scott is so polite, considerate, and respectful (the very personification of a "Southern gentleman") that he's one of those people you hope only good things will ever happen to. I know that is my wish—and by registering your Map Maker program with Scott's "Ozware" enterprise, you'll show that it's yours, too. Finally, Scott served as the lead (read: "ace") reporter in Chapter 18's history of Dan Bunten and *Global Conquest*. Special thanks are therefore due him for some rare and amusing "behind-the-screens" insights into the making of this game.

The editing team at *Computer Gaming World* magazine salvaged this tome, despite my hapless writing style, grammar and spelling. With over 100,000 words to peruse, they had plenty of errors to keep them busy. In particular, thanks to Johnny L. Wilson (my co-author on *Sid Meier's Civilization or Rome on 640k a Day*) and "Ranger" Chris Lombardi, both of whom not only gave the text a squint, but offered their own suggestions along the way.

Finally, there are the "odds-and-ends" folks who contributed in their various ways. Some added a few delicious lines to the Moral Justification Chart in Chapter 12; others contributed to the custom player icons on the disk. These are the kinds of friends you'll make by playing *Global Conquest* when you're tapped into the "big four" computer networks described in Chapter 17, and I'd like to the last opportunity to thank them now:

Joe "JEB Bellicose" Bellerose (Prodigy: DNBT67A)

Brett "Major Mudd" Berger (Prodigy: GRCM13A)

Tim Frank Jordan (Ozark BBS: "LordGek")

Arthur Kimes (Prodigy: HDRG39A)

Robert E. Lee, Jr., a.k.a. "The General" (Prodigy: BSWW20A)

Hogan Long (CompuServe: 73730,3700)

Dennis A. "Hollywood" Lytton (Prodigy: BWWC83A)

"Mad" Mikey Martina (Prodigy: PWNS67A)

Randall "Randemus" Moser (Prodigy: TFDS73A)

Paul Paella (GEnie: P.Paella)

David Potter (Prodigy: NFGB37A)

Robert Michael Wagner (Ozark BBS: "Paladin")

# Part I:

## Laying the Foundation

# Putting Things Into Perspective:

## The History of Strategy Gaming

*War is a matter of vital importance to the State; the province of life or death; the road to survival or ruin. It is mandatory that it be thoroughly studied.*
—*Sun Tzu,* The Art of War

*History is written for schoolmasters and armchair strategists. Statesmen and warriors pick their way through the dark.*
—*Lord Beginald B. Esher,* Diary, 15th March 1915

Some people study military matters professionally. Among them are soldiers, diplomats, and arms merchants—people who derive their livelihood from the defense of the state. Others study military matters out of pure personal fascination. These students of history and current events attend to matters military as hobbyists, spending their leisure time and entertainment dollars on books, on videos, on memorabilia, and (like the readers of this book) on *games*.

Strategy games have been around for millennia. Anyone who has ever played chess, or even checkers, has played a military strategy game. Most of the people who read this book will likely have copies of *Risk!* or *Stratego* in their hall closets. Planning strategies against an opponent has long been a stimulating mental exercise and has enlivened gaming tables for centuries. While strategy gaming has, of course, found its military uses, it has also evolved into a popular hobby field, filled with military games to be enjoyed by enthusiasts at all levels of sophistication.

### FROM WORLD WAR II TO COMPUTER GAMES

During World War II, many people found themselves becoming military history students simply in order to follow current events. After the war, many popular books and films continued to be made on the subject—

interest in military history remained strong throughout the '50s. Toward the end of that decade, Charles S. Roberts released a new board game called *Tactics*. This game, which is a remote ancestor of *Global Conquest*, quickly sold out its small initial print run. It was republished the following year as *Tactics II*, a game still available today from the company Roberts founded, the Avalon Hill Game Company.

The *Tactics* game board was a large map with a half-inch square grid superimposed on it. There were mountains, forests, cities, beaches, and roads. Maneuvering about this terrain were the opposing red and blue armies. These were made up of half-inch square cardboard playing pieces (called *counters* or *chits*), with some basic information printed on each: its type (armor, infantry, headquarters, and so on), its strength, and its speed. Of course, much of this will sound quite familiar to *Global Conquest* players.

Avalon Hill went on to publish other strategy games in the '60s. Many were simulations of historical battles, such as *Gettysburg*, *D-Day*, and *Waterloo*. Others were more abstract: the most popular of these was *Blitzkreig*, which, like *Global Conquest*, has a quasi-WWII motif. In the '70s, the rise of the historical simulation boardgame field (known colloquially as "wargaming") saw the birth of many specialized game publishers and the evolution and refinement of strategy games for a well-defined niche market. During the '80s, the Milton Bradley game company joined Avalon Hill in bringing strategy games into the home, particularly their highly successful *Axis & Allies* boardgame (which featured plastic ships, planes, and tanks to be moved on a world map). It has since taken its rightful place in many hall closets beside the family copy of *Risk!*.

Around the end of the '70s, home computers were beginning to be seen as a new force in the

**Figure 1.1** Avalon Hill's Blitzkrieg

**Figure 1.2** Interstel's Empire

gaming world, and the early adapters of games for personal computers turned, at first, to military strategy games like these.

## FROM COMPUTER GAMES TO *GLOBAL CONQUEST*

Still available in stores today is a computer game whose copyright dates back to the "stone age" of personal computing—1977. This game, *Empire*, had actually been played even earlier in various forms on the large mainframe computers of the '60s and '70s (presumably by programmers, in secret or after hours). However, it achieved notoriety during the '80s and eventually became the computer strategy gaming standard. With random maps that had to be discovered by the players, three-sided play, and a mix of WWII-era pieces for the players to maneuver, this game may be thought of as the "grandparent" of *Global Conquest*, and is still a popular computer game in its own right.

After years in the hobby trenches as a computer game designer, Dan Bunten (whose hobby career is thoroughly explored in Chapter 18) designed a successful strategy/war game, *Command HQ*, which finally thrust modem play to the forefront of computer gaming. *CHQ*, as it is often called, features many of the unit types later implemented in *Global Conquest*, along with most of the mechanisms they use to move and fight. Many lessons Dan learned in creating *CHQ* went into *Global Conquest*, so clearly *CHQ* is the evolutionary "parent" of *Global Conquest*. Today, of course, many people play and enjoy *Global Conquest*, with its deep strategic aspects and its popular multi-player social element. This latter attribute has made it a particular hit among computer gamers who have long wanted to make friends, rather than just "fight the computer" all the time. Playing the role of a general, pitting your mind against those of your friends, your armies against theirs . . . now that's more like it! To safely fight mock wars with real brain power is a stimulating mental exercise and an enjoyable way to make interesting new friends. Come, enter the more than 4 billion worlds of *Global Conquest*.

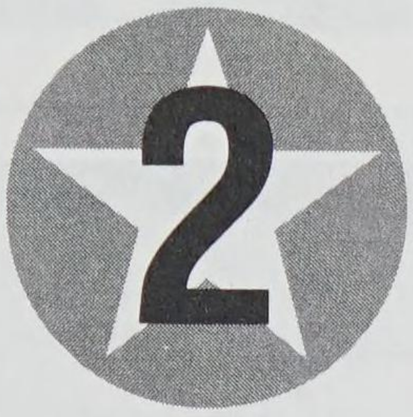
## FROM *GLOBAL CONQUEST* TO THIS BOOK

This book will help you learn, analyze, and master the art of playing *Global Conquest*. It provides supplemental material for the game, including a disk and a player-aid card attached to the back cover. You've already learned a bit of gaming history, but there is much more in store among these pages. This book is structured to build your knowledge of *Global Conquest* logically, as a house is constructed. This chapter, and Chapters 2 through 6 (which cover the tutorial, creating icons, geography, movement, discovery, and scanning), lay down the *foundation* for your knowledge. Chapters 7 through 9 present the strategic principles and objectives for winning a campaign, and show you how to "plug into" the rest of the book via game films. Thus, these chapters give you the *mortar* to hold together the *building blocks* that are added to your knowledge in Chapters 10 through 14. In those chapters, you'll get the nitty-gritty details of how to engage in combat, win battles, build an effective economy, practice diplomacy, save time under pressure, and cope with random events. Then the final chapters, 15 through 19, will prepare you to *invite friends over* by showing you how to create your own scenarios (including custom maps), find and connect with other gamers via modem, and learn about the creator of *Global Conquest*, Dan Bunten. Finally, an Afterword has been included, which will give you

all of the odds and ends that didn't fit in neatly elsewhere.

## FROM THIS BOOK TO YOU

J.W. Von Goethe wrote of Napoleon that "his life was the stride of a demigod, from battle to battle and from victory to victory." Through strategy gaming, anyone can take strides similar to Napoleon's—from battle to battle, from victory to victory. This book will improve your skills not only for playing *Global Conquest* but for other games and situations that require elements of military planning. With *Global Conquest*, we can all take the strides of demigods without leaving the safe, sane field of electronic battle.



# The *Global Conquest* Boot Camp

*The responsibility for a martial host of a million lies in one man. He is the trigger of its spirit.*
*—Wu Ch'i*

Welcome to the new challenges and new friends that await you when you play *Global Conquest*, a strategy game for zero to four human players. It's not strictly a wargame as defined in Chapter 1, but *Global Conquest* retains enough military elements to give it the flavor of a wargame, yet is sufficiently abstract to be kept simple. To put it another way, *Global Conquest* is related to military simulations as *Monopoly* is related to real estate ventures.

*Global Conquest* is full of exciting features for you to discover and master for high-energy play. Because the prowess you gain from reading this book will let you "show off" against your friends who also play, plan to take the upper hand in your next match-up. As Han Solo said in *Star Wars*, "Good against remotes, that's one thing. Good against the living, that's something else." This book will give you all the knowledge you need to best both "Ned" (the nickname given to the computer players) and other, live opponents.

Of course, you can't be expected to "use the force" and march to victory in an instant. For players without an extensive background in playing similar types of strategy games (such as *Empire*, *Command HQ*, or even *Civilization*), the many units, terrain types, and options can give you sensory overload if you try to master them all at once. Therefore, don't do that. Take your *Global Conquest* lessons in stages. To help you structure your learning, this book provides some excellent, tested tutorial scenarios.

## PREPARE FOR BATTLE

*Animis opibusque parati.* (ready for anything or, literally, "prepared in minds and resources.")

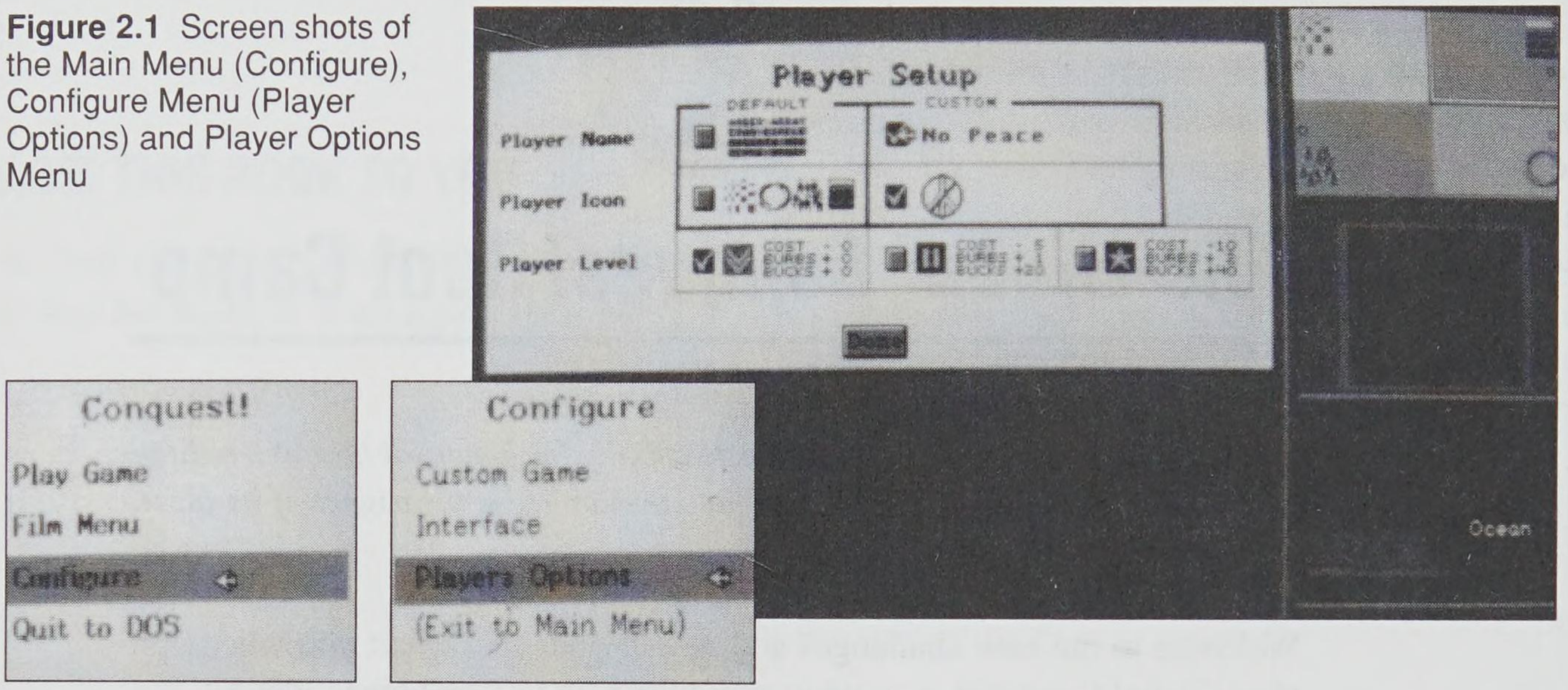



**Figure 2.1** Screen shots of the Main Menu (Configure), Configure Menu (Player Options) and Player Options Menu

Before you charge into planetary domination, it's a good idea to set up a few things to make the game comfortable. Boot up the game. From the Main Conquest menu, select Configure. From there select Player Options, which will bring up the Player Setup menu. Skip your player name for right now. Instead, click on the Player Icon button, which will scroll you through the custom icons that are available. When you installed the disk, you got a whopping 80 new icons to choose from, so click repeatedly to see them all. When you find the one that grabs you, stop clicking. (If you go past it, you can't scroll backward, so just press on and find another one.) In the next chapter, you'll learn how to make your own custom icons (and steal your opponent's, too!).

Now, inspired by your chosen icon, click on the box for your player name and type in something appropriately terrifying. Whether you pick *Ruthless Robert*, *The Terminator II*, *Silly Savages*, or some another amusing or fear-provoking title, remember: You're setting a default name here. Each time you play *Global Conquest*, your default icon and name will be presented by the computer for your "side." You can always change these default settings later, but it's nice to have something you like already in place each time you start a new game.

On the next line down you'll see the three player levels, accompanied by icons and annotations describing their different capacities. They are the Corporal, the Captain, and the General. The Corporal has the toughest row to hoe, paying full price for units during the game and receiving no additional burbs or money to start with. The Captain gets some perks in each of these categories, and the General gets plenty of help. For the sake of this tutorial, set your default player level to General. Like the name and icon, everything can be easily changed before a game is played.

## INTRODUCTORY SCENARIOS

If you haven't yet experienced the tutorial scenario provided in the game itself, now is the time to work your way through it. It begins on page 15 of the Instruction Manual. What follows in this chapter will build on the lessons you learn there.

## THE "FIRST TRY" SCENARIO

In the tutorial scenario originally provided with *Global Conquest*, you learn the rudiments of moving and building units, discovering land, and fighting battles. From there, however, many players throw themselves into the standard scenarios with frustrating results. These scenarios were created at more advanced levels of play (particularly the King of the Hill scenario) and can frustrate new players. For a smoother transition into the game, use the tutorial scenarios provided with this book: "First Try," "Next Game," and "Money Matters." These scenarios will ease beginners into all that awaits them in later, more riotous games of *Global Conquest*.

## GETTING STARTED

The tutorial ends on page 20 of the manual, asking you to press Alt-R and select the "King of the Hill" scenario. If you're completely new to *Global Conquest*, don't do that. Instead, select "Pick Custom Game" and, when the list opens up, choose "First Try."

This scenario features a World War I set of pieces (infantry, submarines, and battleships only), a manageable number of cities, and a small board with few natives and terrain features. The map and all the pieces will be revealed to you from the outset, which is known as "full visibility." There is a time for each Planning Phase of 4 minutes per turn. The object is to capture the capital.

### Two Things You Should Always Do First

First of all, when beginning any scenario, press Ctrl-Alt-C (you do this by holding down Ctrl, then at the same time holding down Alt and, finally, pressing C.) If you've been seeing an

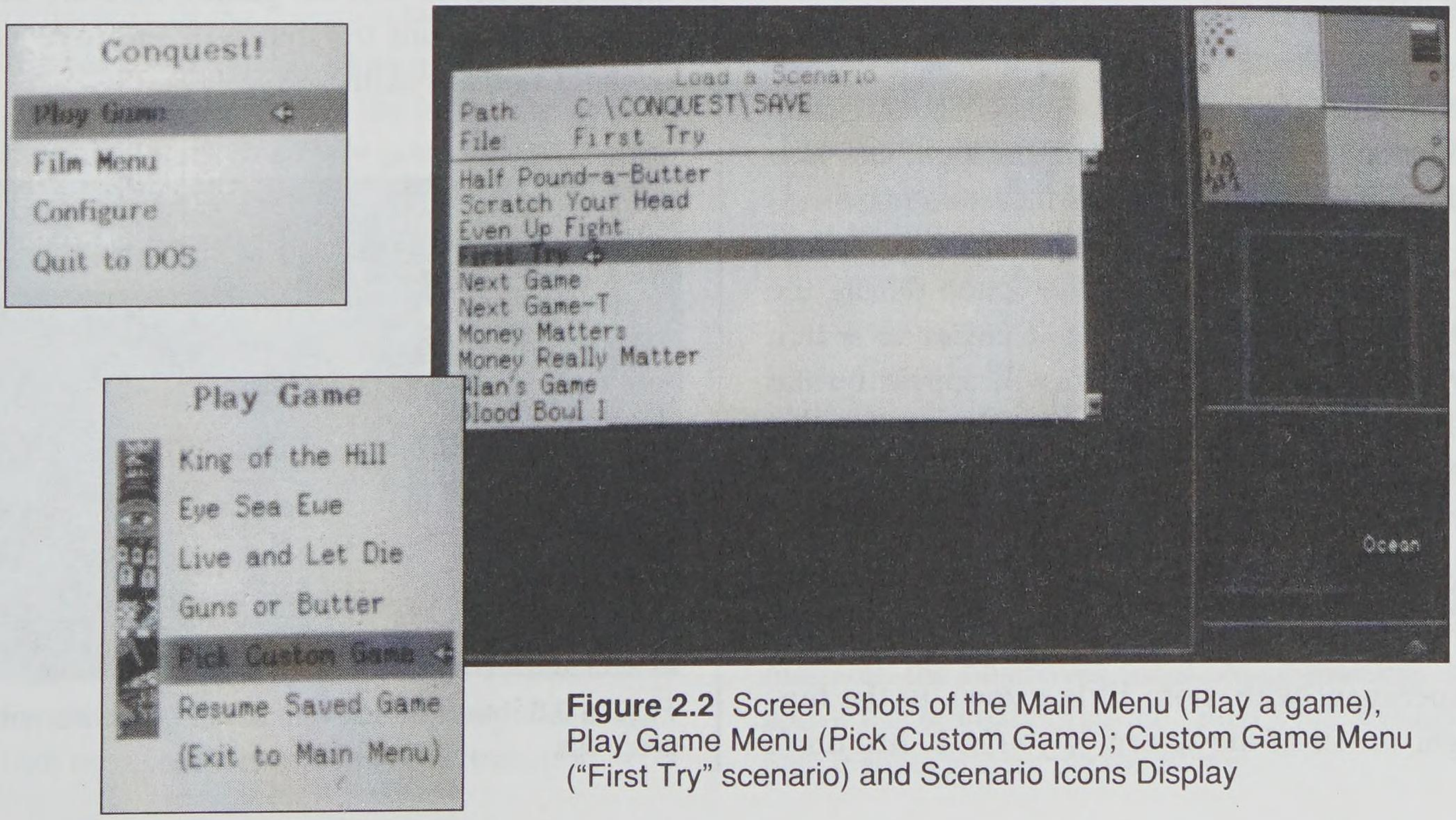



**Figure 2.2** Screen Shots of the Main Menu (Play a game), Play Game Menu (Pick Custom Game); Custom Game Menu ("First Try" scenario) and Scenario Icons Display

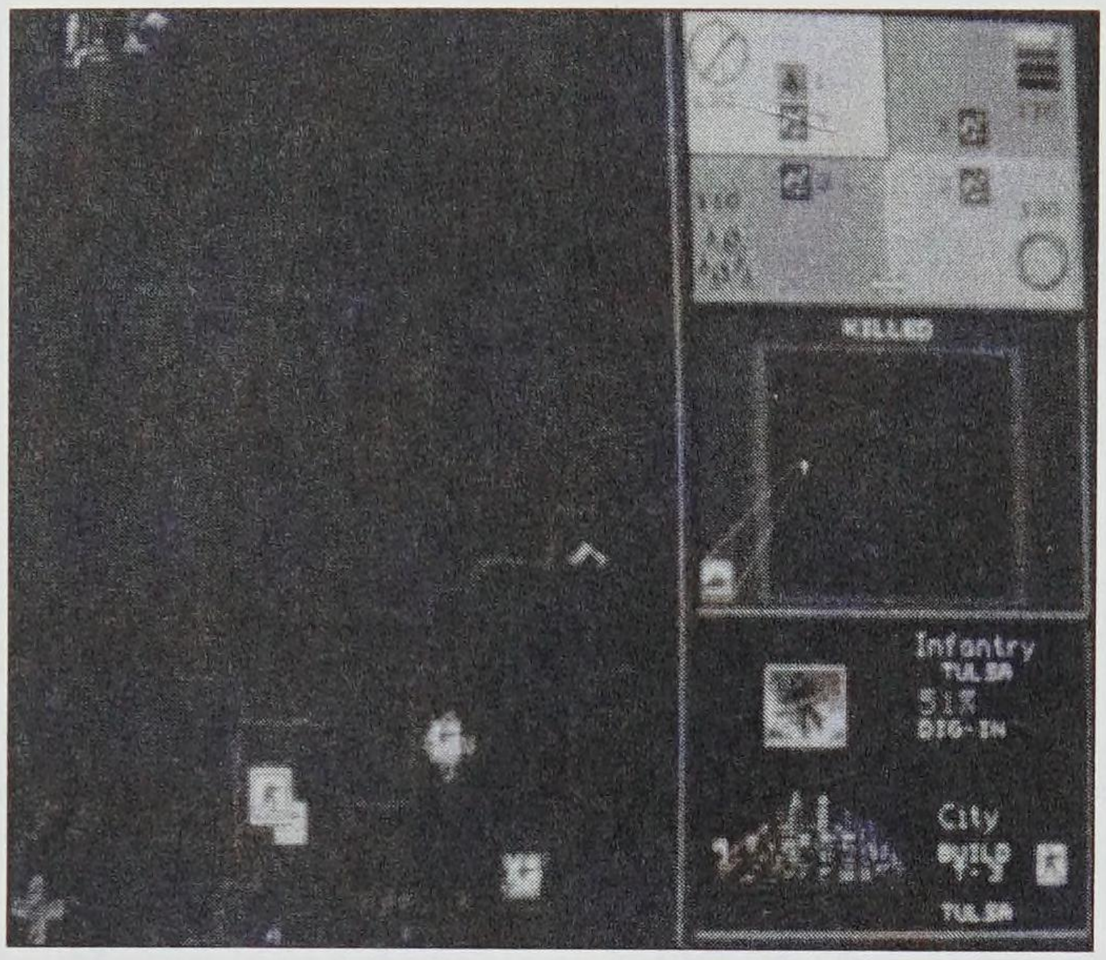



**Figure 2.3** Getting into "First Try"

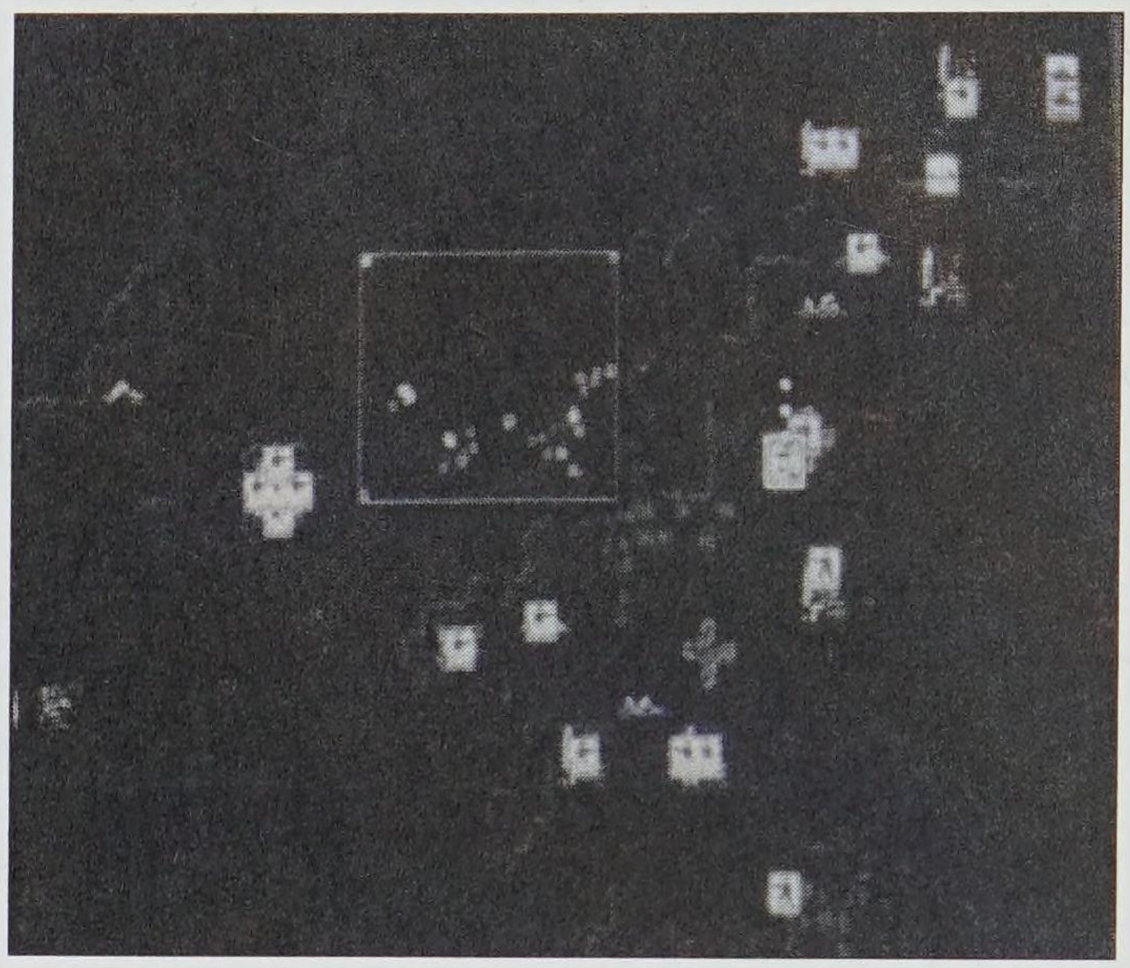


**Figure 2.4** Map with strategic map inset

annoying yellow "pulse" bar next to the game turn indicator down on the lower-right side of the screen, this will take it away. In its place, map coordinates will appear. As you move the cursor around the map, you'll see the numbers change for the X and Y coordinates. Eventually, if you pay any attention at all to these numbers, you'll get a feel for how many squares there are between locations. These numbers are also handy when you're chatting with another player about a game and want to specify a certain location, and also when you're creating your own custom maps.

The second thing to do is hit the minus key [-]. This will slow down the action during the Execution Phases, making it easier to watch events unfold. A snail icon will appear on the other side of the turn indicator. Hitting the plus key [+] will speed up the action to a tortoise and then a rabbit. For now, keep to the snail's pace.

Here is one last word before beginning to play: *diplomacy*. For simplicity's sake, ignore it. It will be covered in Chapter 12. You can experiment with those little arrows in the top-right corner of the screen, if you like. Just don't be surprised when certain units stop shooting at each other from time to time.

## "First Try" Objectives

Besides capturing the native capital (which is the surest way to win the game), here are some things you should try that will improve your *Global Conquest* skills:

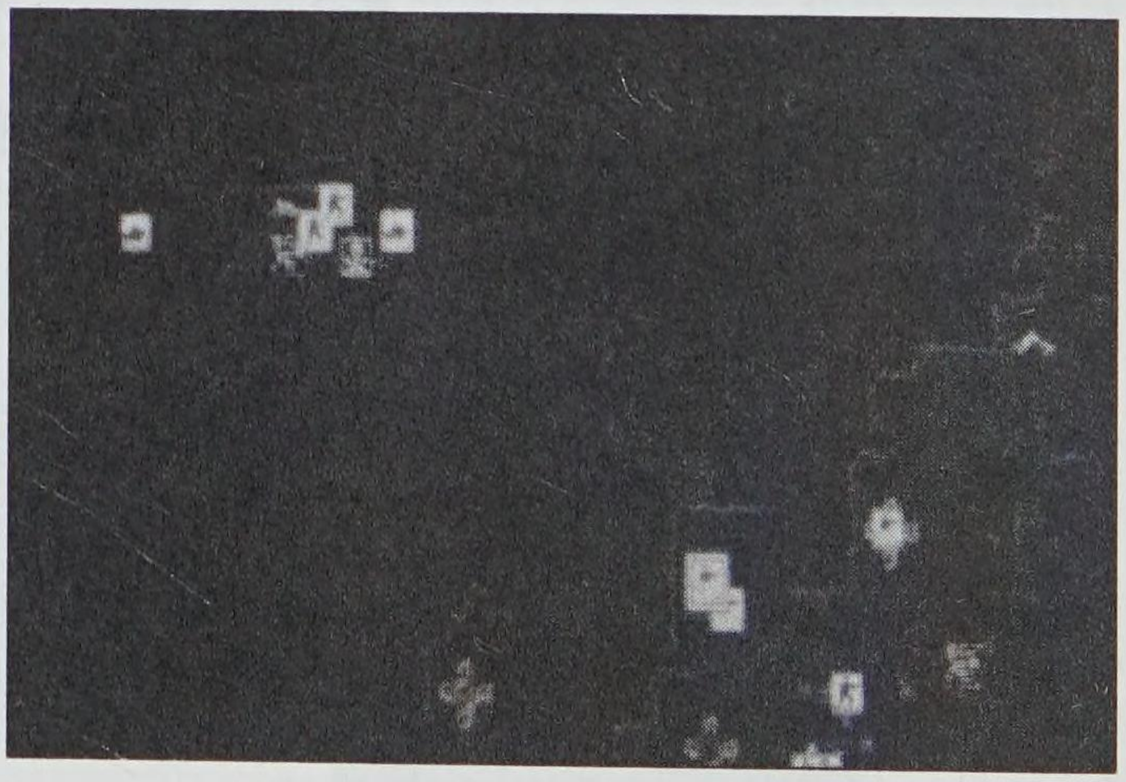


**Figure 2.5** Mass attack with shore bombardment in progress

- Practice zipping around the map using Spacebar or the right mouse button. Leave the strategic map up in an unimportant corner of the playing area during an execution phase (to keep an eye on the "big picture" as events are unfolding). Become adept at getting around the map as quickly as possible. When you start playing against other human players, time will be everything, so learn good "map zooming" habits right at the start.
- Learn to attack *en masse* with several units against a few defenders. Get a feel for timing and coordinating attacks so that your pieces start fighting at roughly the same moment. Knowing how to concentrate fire is the key to tactical success in *Global Conquest*.
- Put the cursor over friendly and enemy units engaged in battle and look at the cursor window in the lower-right corner. It will show you all the details of that battle.
- Get battleships to "shore-bombard" enemy infantry units. Be careful not to get too close (adjacent), or the enemy infantry unit will fire back and quickly destroy your battleship! Learn to use the longer range of the ship's guns to slowly pound away against enemy ground units from a safe distance. Although shore bombardment alone cannot kill a unit, it can "soften it up" a great deal, making an attack by your ground units a lot easier.
- Learning to use submarines properly in *Global Conquest* is very important, so start now. They're difficult units to spot (they're "stealthy," but in this scenario *all* units are visible, so don't concern yourself with that right now). Just remember, they're fantastic for shooting at enemy troop transports—one shot by a submarine will sink a transport.

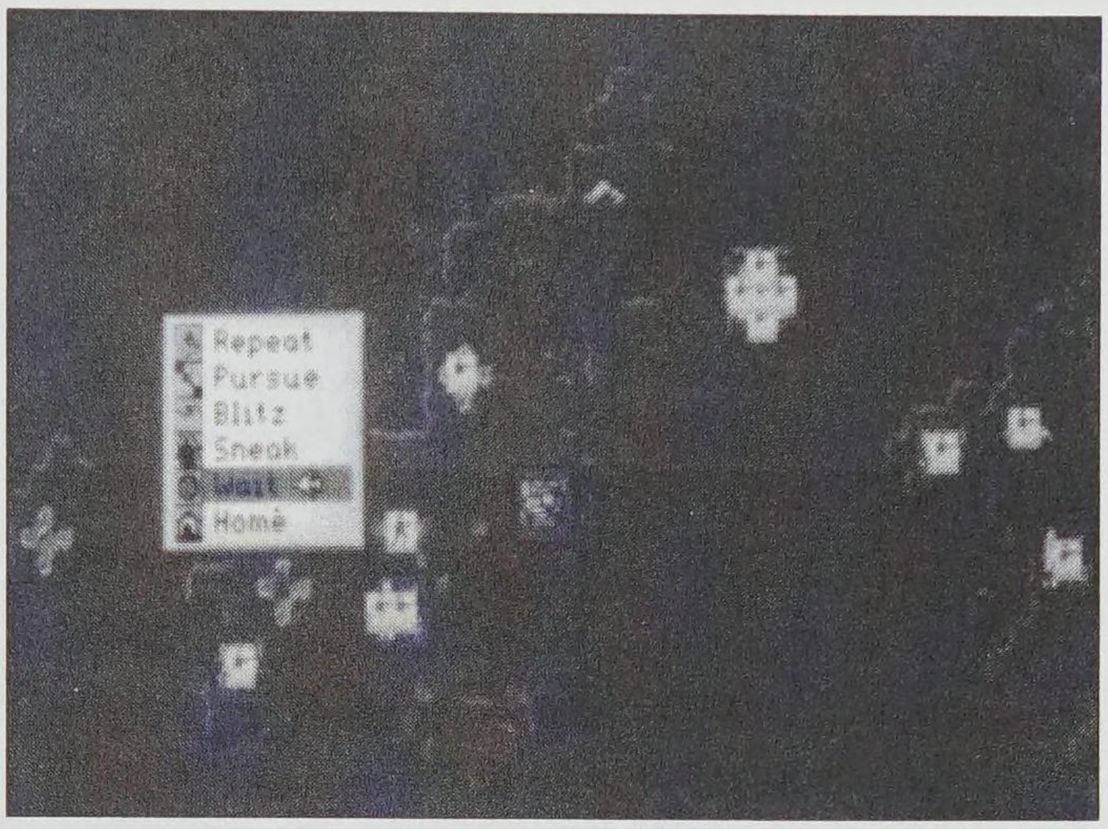



**Figure 2.6** The unit secondary menu

You can either use them defensively to patrol your beaches or important narrow waterways, or use them aggressively near enemy port cities to prowl for troop transports. Beware of enemy battleships! One-on-one, a submarine has little chance of surviving a duel with a battleship.

- Finally, heal your damaged units. This means getting damaged ships back to friendly dock spaces (which are located in burbs) and ground units to either burbs or docks or onto resource squares (oil and minerals). You will quickly discover that units are repaired at different rates in burbs of different sizes. Remember, "Bigger burbs build better." (Details on repairing are presented at the end of Chapter 10).

## Playing "First Try" Again

You should play each tutorial scenario until you feel comfortable with it—that is, sure that you've mastered the objectives for it. After learning the above list of goals from the "First Try" scenario, play it again and try the following:

- Do some "held clicks" over units and try out a few commands from the Secondary Menus. While Sneak is an irrelevant command in this scenario (because all the units are visible all the time), at least learn how to move around quickly using Blitz mode. Then try the Pursue and Repeat commands. Time and again, these commands will be lifesavers. (The details for these movement commands are tucked away in Chapter 5, but just fool around with them for now).
- Use the Wait command on the unit's Secondary Menus to try to coordinate your attacks. Waiting two, four, or six of the eight pulses during the Execution Phase might mean the difference between sending units to die alone or to conquer in concert. Also, use the Wait command to issue movement orders to a damaged unit at a repair site. Notice that it won't budge until it's completely healed up (at which time it will follow the order you gave it). This command uses the Till Repaired line of the Wait menu (or its hotkey, [W]).
- Set some patrols. This means making a unit's final destination the same as its starting point, so that it loops around in a circle.

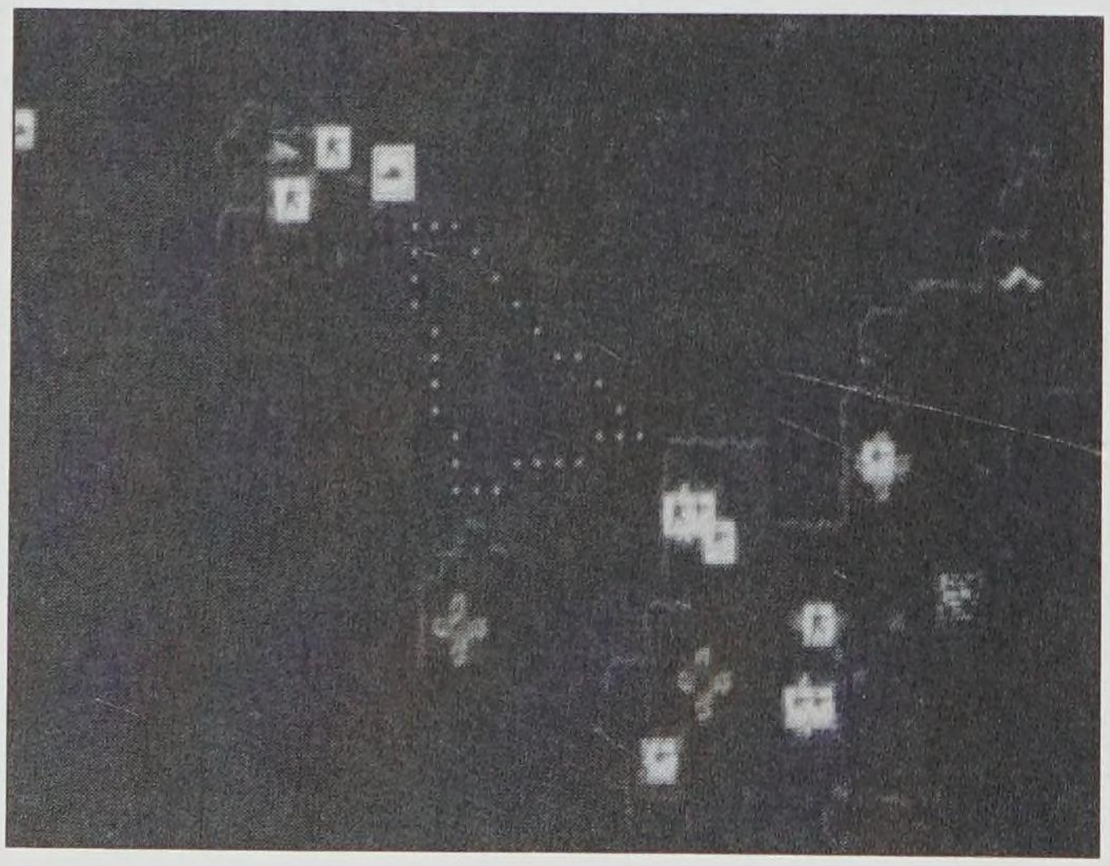


**Figure 2.7** A 3-point patrol route displayed

Units on patrol will continue to pace back and forth or go around in circles until given new commands. This is useful for defending long, unguarded coastlines or using ships to cover a strategic gap between continents. (Again, Chapter 5 has all the details).

## THE "NEXT GAME" SCENARIO

After you feel comfortable with everything in "First Try," play the "Next Game" scenario. (Do not select the "Next Game -T" scenario, however. That is a variant to be played a little later on). "Next Game" features a World War II set of pieces to play with, which adds tanks, carriers, and airplanes. The board is also bigger, and there are twice as many turns to play. The world will have more terrain on it, to make it more interesting, and fewer large cities, to make it more challenging. Finally, you'll only have 2 minutes per turn to complete your Planning Phase.

The big change from "First Try", though, is that you'll only see the pieces you've scanned. This is "CHQ-style visibility." Basically, units can only see enemy pieces when they are fairly close (between one and six squares away—some units, such as carriers, scan better than others). Scanning is covered in Chapter 6.

### "Next Game" Objectives

Again, the goal is to capture the native capital while learning a few key playing skills. Here are some things to try that will raise your skill level another notch:

- Scanning for enemy units is a crucial part of the game now. Airplanes, carriers, and (best of all) carriers with airplanes on board are your best scouts. You can't fight an enemy you can't see, so you may want to plan your

attacks with a bit of caution. After all, you could be walking into a hornet's nest!

**Hint:** Begin the game by building a carrier in your metroplex. Rebase the plane there to your new carrier by calling up the Transfer command from the Airplane menu (or just press [T]). This will get that airplane into the action quickly and will give you a good scouting teamright off the bat. Chapter 6 tells you about discovery in greater detail.

- Try to position your units so they outflank or surround enemy land units in battle. When a unit becomes engaged in battle, it *faces* the unit it's firing at. This can be seen in the cursor window when the cursor is over the engaged units (a small icon of the enemy unit appears either at its top, bottom, or side, showing which way the unit is facing). A unit that is attacked from either side of the direction it is facing receives 50% more damage; a unit that is attacked from the rear receives *double* damage. Remember, a unit faces the *first* unit it engages, so coordinate attacks carefully to draw the enemy unit so it faces in its most vulnerable direction. So, in addition to attacking *en masse*, use each unit to its best advantage in battle.
- Keep airplanes in your closest, safest burbs "toward the front." Concentrating airpower can be crucial to winning the skies over a hotly contested sector of the front. When you're transferring airplanes, they can always give an infantry unit in their starting

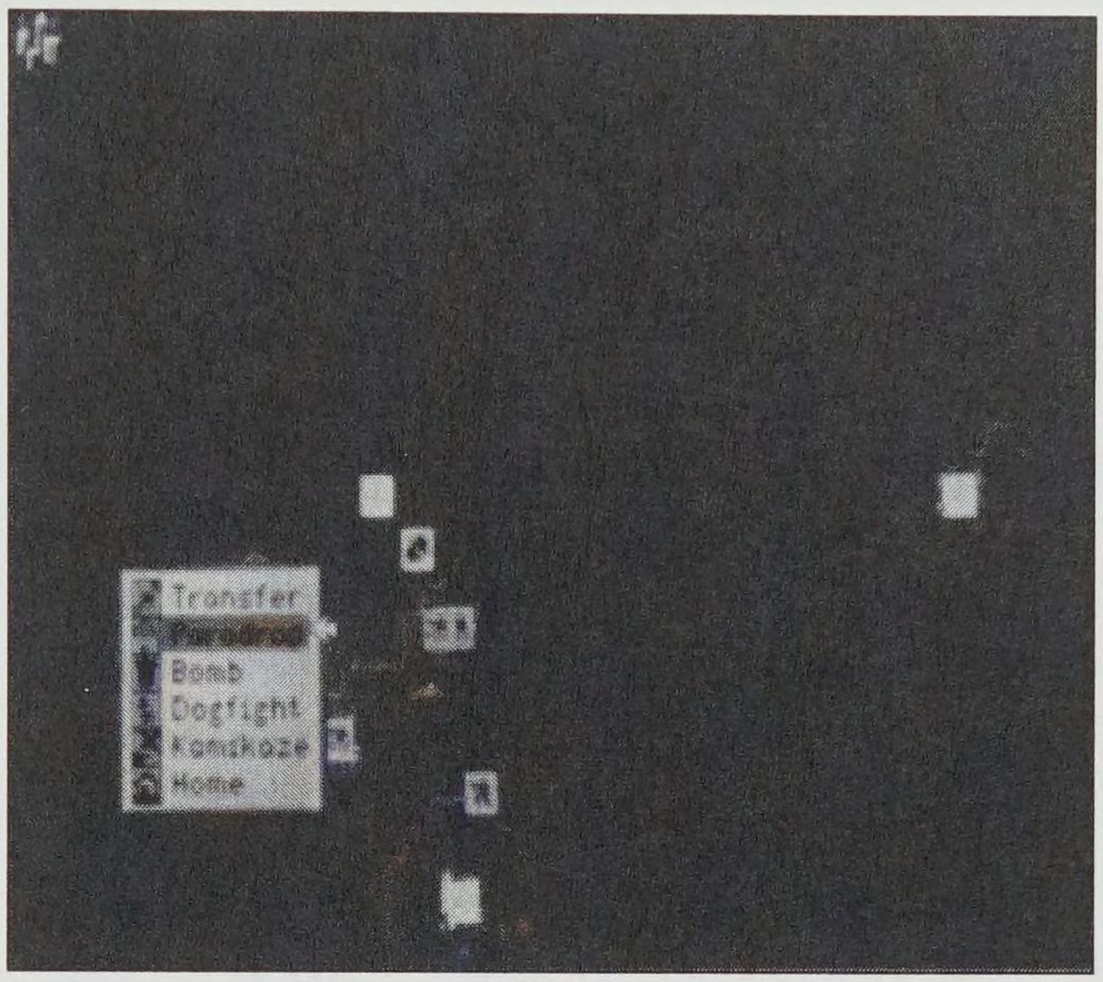



**Figure 2.9** The airplane secondary menu

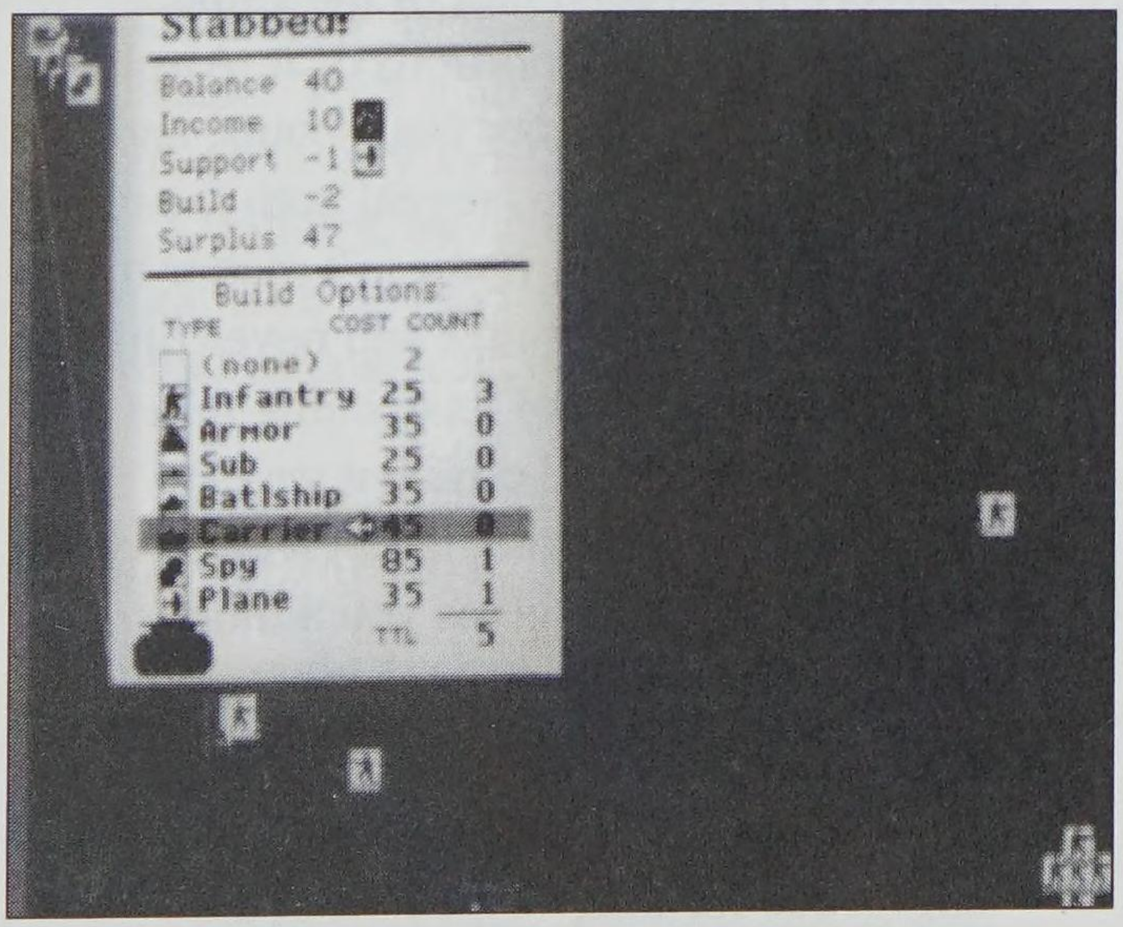



**Figure 2.8** The metroplex build menu at the beginning of the game

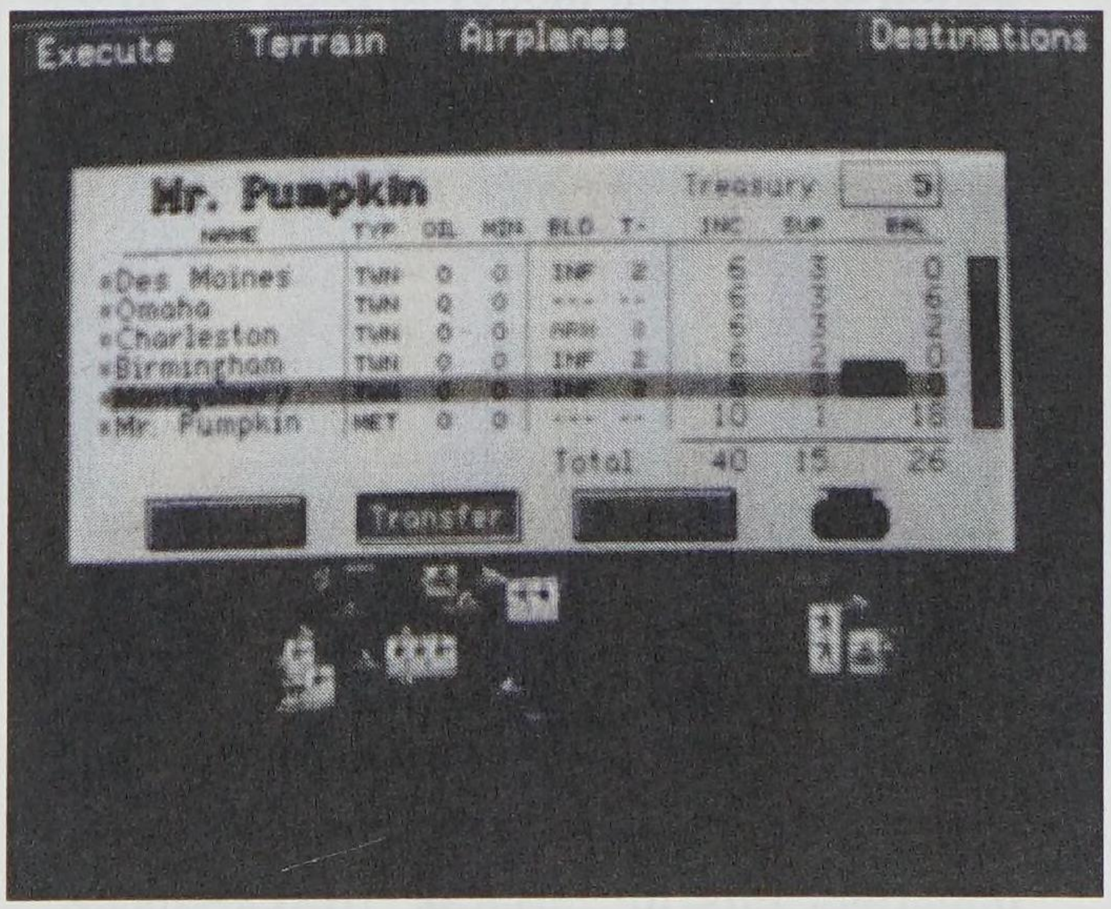



**Figure 2.10** The burb menu

burb a free "lift" to their destination burb. This might be an excellent way to quickly move the "grunts" (infantry) up to where the fighting is.

- To help "get the drop on" enemies and set up attacks on their flanks and rear try using paradrops. This command for an air unit requires it to start in the same burb as an infantry unit. The nuances of paradrops are explained in Chapter 10, but just try a few paradrops for now, even if they're not particularly effective.
- Whenever you can, *dogfight* enemy aircraft. The odds are always good, so get in the habit of attacking enemy airplanes by using this command from the Airplane menu. You won't always win, but as every gambler knows, when the odds are with you, press them!

## Playing "Next Game" Again

- Open the Burb menu from the Main menu bar and, if you've managed to put any money in your treasury by getting the Quickness Bonus while playing, click on the Transfer button and put that money to good use in one of your burbs. After selecting the Transfer button, click on the box with your treasury in it (there must be at least $10 there to transfer out), then highlight a city with the dollar-bill cursor. That city will receive $5 instantly and, probably, speed up production of the next unit by one turn.
- Try using the Sneak option on a few of your units as they approach an enemy burb. The enemy won't see you unless you move adjacent to his/her units, so park your sneaky devils two squares away and wait for an opportune time to "unsneak" (reveal) them. The big drawback of sneaking is that it slows you down. Still, learn to use this feature—it's a key to surprising your enemy. Once sneaking units are suddenly discovered, either through chance enemy action or by your own revelation when you "unsneak" them, all hell is likely to break loose!

## "Next Game" With a Twist

Once you're familiar with the "Next Game" scenario, try it "with a twist." Load the "Next Game -T" scenario. You'll see that two important changes have been made to the game. First, the visibility option has been changed from CHQ-style visibility to *partial visibility*. This means that the map, along with any enemy units, will start out as undiscovered. However, players "share" their map and enemy unit discoveries as the game progresses. It takes a little getting used to, but it makes for a more intense game. Second, the "tame" random events will be in play. Every five turns, a random event card will be revealed and will take effect.

## "Next Game -T" Objectives

- Discovery is a crucial part of the game, particularly the early portions of it. Airplanes and carriers are still your best scouts, and airplane recon missions reveal both the map and enemy units now. It doesn't matter if you start this scenario 10 times and never finish it once—repeated play of its opening turns will teach you faster, more efficient ways to discover the world's geography with *all* your unit types. Chapter 6 gives you a more detailed look at discovery.
- The tame event cards that pop up every five turns will teach you about dealing with "outrageous fortune." Three cards are "rolled;" the last one takes effect. The first

two are "peeks" at some other cards near the top of the deck which are coming up soon. This book "cuts" to these cards in Chapter 14, where all the details are provided.

## THE "MONEY MATTERS" SCENARIO

This scenario plays up the economic elements of *Global Conquest*. You'll no longer have it easy, just cranking out units and maneuvering around. Now, *building* an army becomes a "game within the game." (Be careful to select the "Money Matters" scenario because its variant, the "Money *Really* Matters" scenario, is one you'll be playing later.) In this scenario, the burbs are mostly villages (the smallest type). It's *vital* to know that in a village you can only produce infantry units. With a support cost of $3 per unit in this scenario, that means a village is good for *one* infantry piece. Consequently, villages are virtually useless.

There is hope, however. In this scenario, you can upgrade villages to towns (which can produce anything in this game), and towns to cities, through *exploitation*. You can also increase a burb's wealth by creating more resources near it. This is done by exploiting the landscape. Your goal in this scenario is to build up an economy (virtually from scratch) and, thus, a military, by using infantry units to exploit things like crazy. Fighting other players becomes almost a secondary concern.

### "Money Matters" Objectives

- First, build every village up to a town as soon as possible by exploiting infantry units in them. Each attempt has a 30% chance of succeeding, so plan to have more failures than successes. Don't bother upgrading towns to cities. With only a 15% chance of success, it won't be worth losing the infantry units.
- Once a town is established, you need to find resources that are within a 25-square radius of it. A town or city must be within 25 squares of oil before it can produce any tanks or airplanes or the minerals needed to build ships. Resources can be found only by moving a land unit (not a transport) adjacent to them.
- If no resources are handy, make some! Infantry units exploiting swamps will create oil, and in mountains they'll create minerals. Clear and forest terrain will randomly create either one. These "man-made" resources will eventually become depleted (disappear) during play.

**Hint:** Remember, your military is most effective with a good mix of unit types available. Developing villages into towns, then making sure the right resources are nearby, is the way to produce a "combined-arms" army. This means building many infantry units to do some fancy exploiting of the villages and countryside. Once your economy is up and running, produce specialized units. Because of their high support

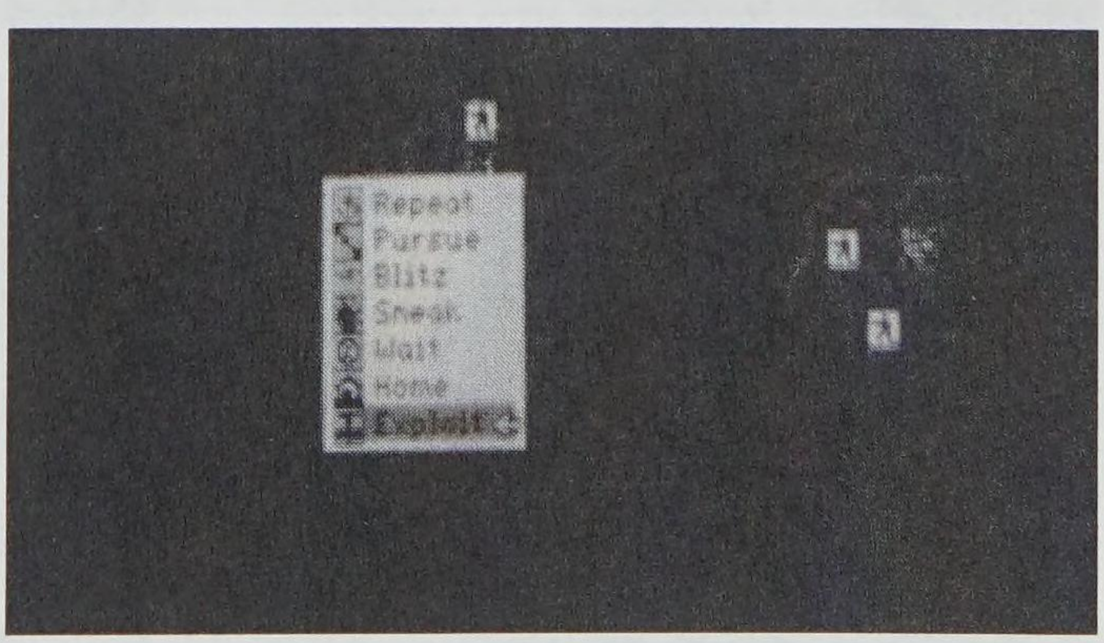



**Figure 2.11** Exploiting from the Infantry unit's secondary menu

cost in this scenario ($3 per turn) your units will be fewer and far more precious than usual, so try to stick to battles that you can win without losing too many units.

## Playing "Money *Really* Matters"

To really learn the value of "bucks," play the "Money *Really* Matters" variant. This will use the economic scoring option, rather than the capital option you've been using up to now. It also throws in the "wild" event cards, just to get you used to them. Brace yourself, because with wild events *anything* can happen! (Beware the great equalizer—*space pirates*.)

Here are a few things to try when playing "Money *Really* Matters":

- To win under the economic scoring option, many burbs must be taken "off line" and not produce any units. Money saved in "burb banks" is the way to raise your score quickly. It counts twice as much as money in your treasury. Of course, there's more risk of losing bucks in burb banks, because the enemy can capture them. The economic value of all your burbs also adds to your score, whereas units themselves add very little directly to it. So save as much money and build as few units as you need to get the job done. Remember, the native capital is just another burb under this scoring method, although it can produce any type of unit without limitations and generates an impressive $10 per.
- Call up the Burb menu from the Main menu bar along the top of the screen (or press F6). Click on the Transfer button and use the "buck cursor" to move money back and forth between your individual burb balances and your treasury. Money is moved $10 at a time but, while $10 from a burb balance will add $10 to your treasury, $10 from your treasury will become only $5 when moved to a burb bank (corruption, you know). Knowing how to move money around to where you need it (and knowing when it's needed there) is the important lesson to learn here.
- Enjoy the wild event cards.

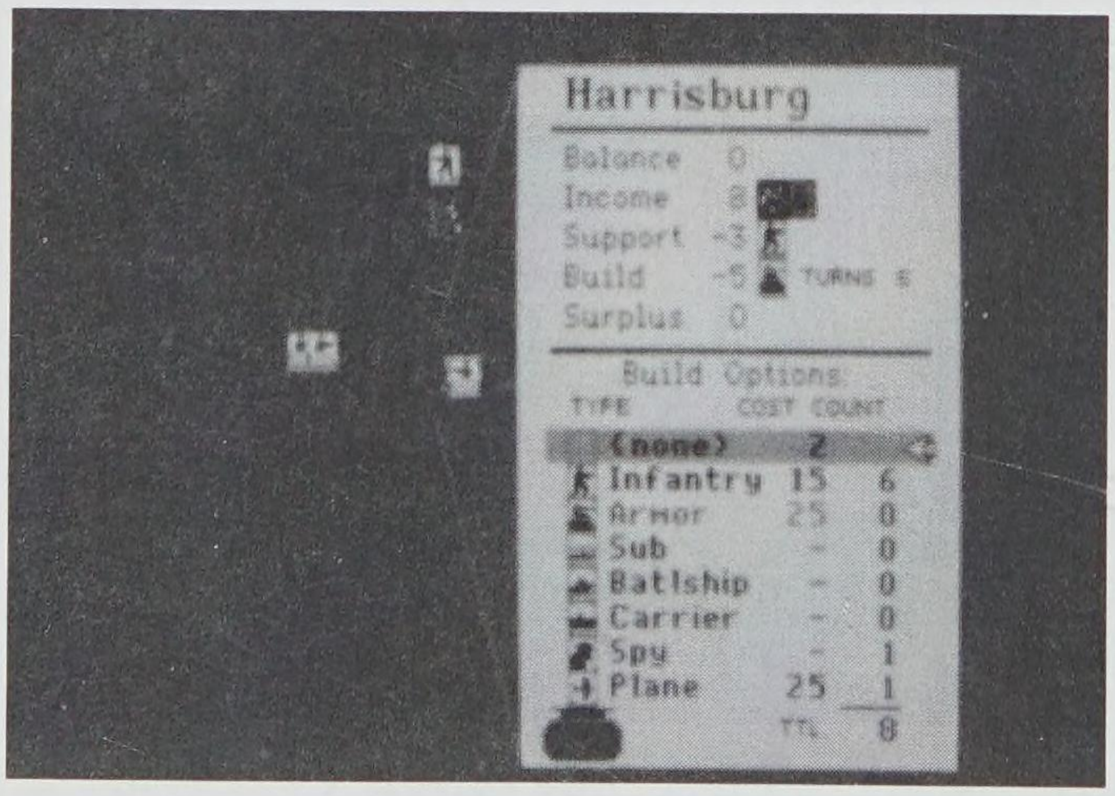



**Figure 2.12** Taking a burb "off line" by selecting "none"

## SUMMING UP THE TUTORIAL SCENARIOS

To summarize what you'll find in the various tutorial scenarios, their attributes are compared in the table on the following page. The effects of varying these attributes are described in greater detail in Chapter 15.

## MARCHING INTO FUTURE SCENARIOS

In Chapters 15 and 16, you'll learn how to make your own custom scenarios and maps. The real beauty of *Global Conquest* comes from creating

**TABLE 2.1** TUTORIAL SCENARIO COMPARISON CHART

| FEATURE | SCENARIO | | |
|---|---|---|---|
| | FIRST TRY | NEXT GAME | MONEY MATTERS |
| Units Allowed | WWI | WWII | WWII |
| Starting Burb Number | 3 | 3 | 3 |
| Starting Money | $20 | $10 | $10 |
| Support Cost per Unit | $2 | $2 | $3 |
| Burb Level (overall) | Cities | Towns | Villages |
| Effect of Resources | $ Only | $ Only | Restrict all |
| Effect of Exploiting | None | None | Both |
| Scoring | Capital | Capital | Capital* |
| How to End Turns | 4 minutes | 2 minutes | 2 minutes |
| Game Length | 30 turns | 60 turns | 60 turns |
| Opponent Visibility | Complete | CHQ-Style§ | Partial |
| Random Events | None | None§ | Tame* |
| Board Size | Small | Medium | Medium |
| Land Mass | Medium | Medium | Media |
| Forests | Few | Some | Some |
| Mountains | Few | Some | Some |
| Swamps | Few | Some | Some |
| Fuel | Some | Some | Some |
| Minerals | Some | Some | Some |
| Burbs | Some | Some | Some |
| Natives | Few | Few | Few |

* The "Money Really Matters" variant of this scenario uses the economic scoring system and wild event cards.

§ The "Next Game -T" variant of this scenario uses partial visibility and tame random event cards.

your own variations to enjoy. For the time being, as you approach each new scenario, make sure you take a moment to study the "scenario icon screens" before play commences. There, at a glance, visualize in your mind how the different settings will interact and affect each other. Note the victory criteria and try to decide what style of play might best suit the game's parameters. It

is at this critical moment, before the pressure of actual play begins, that you must begin to formulate some general strategies based on this information.

Some good questions to ask yourself while studying this screen are:

What scoring method is being used?

Will units be plentiful or scarce?

Is the world rich or poor?

How will the resources affect my economy?

What sort of geography will there be?

## ODDS AND ENDS

Before leaving the tutorials and heading off into the farther reaches of *Global Conquest* a final bit of "housekeeping" is in order. You get to make some choices on the Unit Interface menu, which is accessed from the Player Options selection of the Main menu.You may select from three sets of unit icons to watch while playing the game. From left to right, the first set uses standard American military-unit symbols and abbreviations. This set has been provided for dyed-in-the-wool wargamers, so don't worry much about it. The second, or "standard," set uses clean, crisp silhouettes of all the units. The third set has a stylized rendering of each icon, which might take a little getting used to. The three sound options are no sounds (they can't be turned back on during play); internal speaker sounds ("beeps and boops"); and AdLib-compatible sounds. During play, the sounds can be toggled on and off by pressing Alt-V (for "volume").

The final section is called "beliefs" and is somewhat confusing. "Modulians" are the superfluous animations that occur during game play. The pulsating yellow bar next to the turn indicator is the most recognizable example. When you're watching films, the tiny "speed icons" (the hare, tortoise, and snail) animate as well. These are all set by the level of modulation desired, but they have no impact on the game one way or the other. Just try to avoid giving yourself a headache worrying about your "beliefs." Unlike in real life, your beliefs don't matter one tiny bit when dealing with this menu selection.

## PROMOTION TO THE RANKS

*Therefore, it is said that one may know how to win, but cannot necessarily do so.*

—*Sun Tzu,* The Art of War

Congratulations on finishing the Global Conquest "boot camp!" While it's probably more fun than joining the Marines and, some would argue, more educational than OCS (Officers Candidate School), the only thing that really matters is that you enjoyed learning the basics of the game while experimenting a bit with it. However, you've only just begun to scratch the surface of all that *Global Conquest* has to offer. For now, though, relax a bit and head into the next chapter.

# Icon Creation and Customization:
## *In Hoc Signo Vinces**

*Now gongs and drums, banners and flags are used to focus the attention of the troops. When the troops can be thus united, the brave cannot advance alone, nor can the cowardly withdraw. This is the art of employing a host.*

—*Sun Tzu,* The Art of War

After tackling all the of *Global Conquest* tutorials, you'll have noticed that each game you play is an exciting, demanding, and rewarding experience. Even at its most basic levels, *Global Conquest* always makes for interesting play. Before your lesson on the foundations of the game (geography, movement, and discovery), take a break. Like a box of Cracker Jacks, *Global Conquest* comes with a "toy surprise" inside—it's called an Icon Editor. So take it easy for a moment and do a little drawing and coloring before you move on. Go ahead, grab a soda and relax. You're going to enjoy this.

## CREATING CUSTOM ICONS

Every nation—and every army—needs an identity which usually appears in their songs and banners. While no program has been included to help you compose an inspiring anthem for your *Global Conquest* playing career, you do have a tool to help you make custom "banners and flags"—that is, player icons.

Custom player icons are made by using the Icon Editor program that was included with Version 1 of the game (the instructions were on the back of the *Technical Supplement*). Included with this book are 80 new icons,

*"By This Sign You Will Conquer"

each lovingly crafted by a fellow *Global Conquest* enthusiast. They were made in exactly the same way that you are about to learn—which will prove that you don't have to be a professional artist to create a decent player icon (just an enthusiastic player!).

First, get to your CONQUEST directory. Instead of typing in **Conquest** or **gc** to execute the main game program, type in **editicon**. This will bring up the Icon Editor program and take you to a familiar-looking screen with the words Icon Editor displayed on it. From here on, you'll need your imagination.

The Icon Editor is a simple "paint" program, not unlike many that you may already be familiar with. Begin by selecting an icon along the bottom of the first screen to modify (you can scroll through them by using the More and Back buttons)—or, if you prefer working with a blank canvas, select Start from Scratch. Since you're just experimenting around, choose an icon from the bottom of the screen and make a few minor alterations to it. It may be a while before the muse is upon you, so just relax and experiment even if you don't feel particularly inspired.

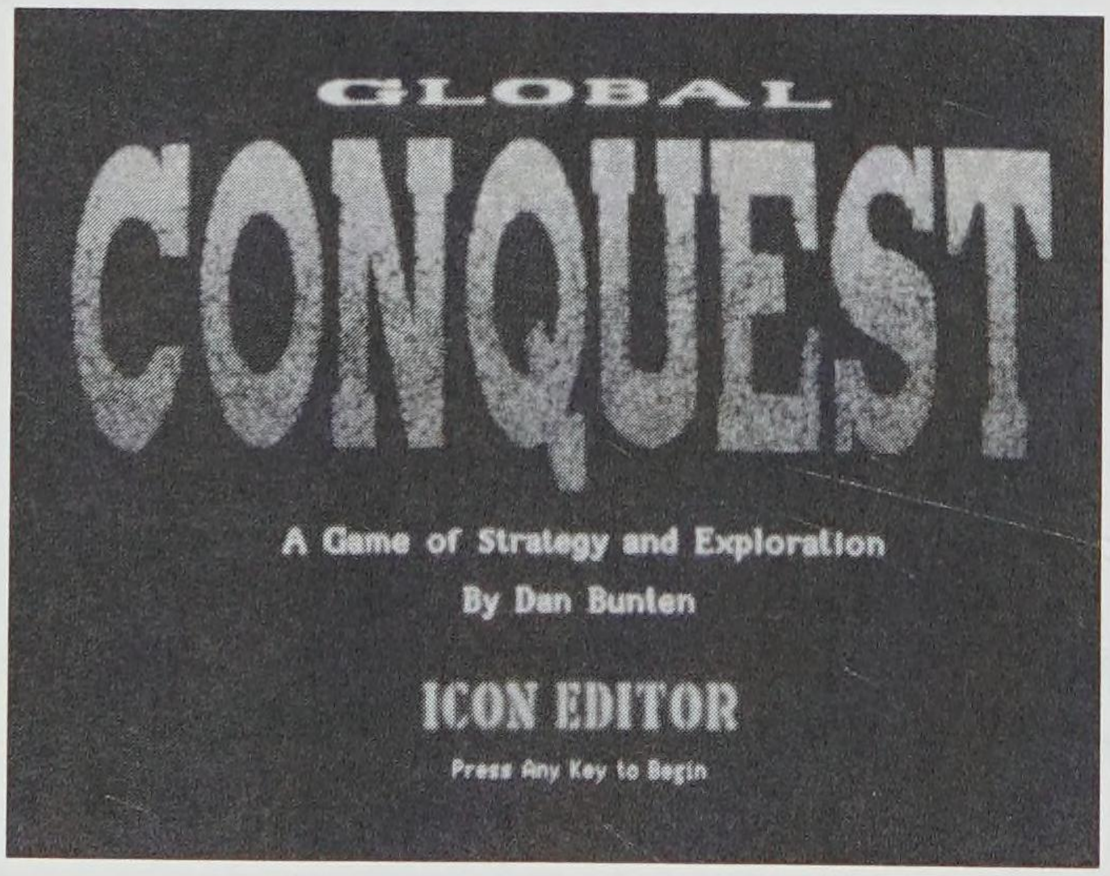



**Figure 3.1** Welcome to the Icon Editor

## Deleting Custom Icons

On this same display, you can also delete custom icons by selecting them using the *right* mouse button. This will place a red *X* over them and, when you exit the program, they'll be lost forever. If you accidently delete an icon this way, you can still recover it by selecting it again with the left mouse button and then saving it normally (see below). Note that only *one* icon chosen for deletion (if you chose more than one) can be recovered in this manner.

## Armed with a Brush

After you've decided either to modify an icon or to start a new one from scratch, the second screen appears. This is where the actual work gets done. On the left side of the screen are the various "brushes" with which you'll "paint." They include the single *pixel* (the term used for one square "dot" on the computer monitor), a 9-pixel square, two 9-pixel triangles, and a "draw lines" brush.

This last brush will connect any two points you select with a straight line of color (the term *straight* is relative because, when drawn, things will seldom look smooth or curved—individual pixels are *squares*, remember—but they'll look

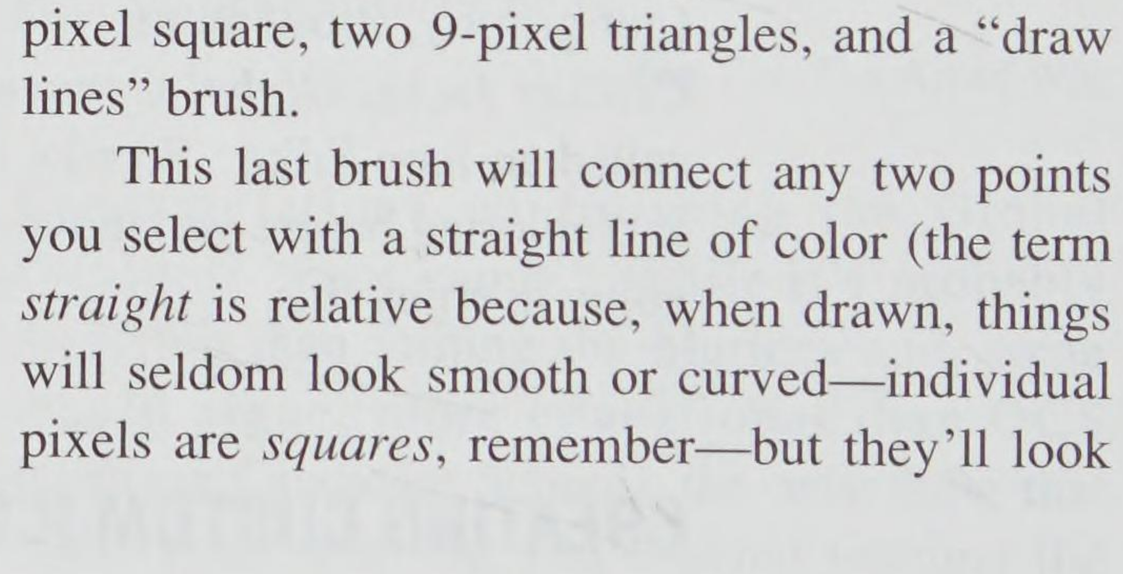



**Figure 3.2** The Icon Editor main painting area

okay when you see them at their actual size). To lay a line down permanently, you must click on both ends of it. Keep your eyes open when you're drawing lines. Going off the canvas means starting all over, because it erases your line—including the starting point you clicked on.

## Colors, Colors Everywhere

Next to the brushes you'll find a color palette of 15 colors. Clicking on one means selecting it to paint with, and changes the color bar to the right of the palette. It's important to note that the medium green color located at the bottom of the center column of the palette is, in fact, cyan (of "Cyan Circle" fame) and *not* a pleasant shade of green. If you choose this color and happen to play Cyan in a game, it will disappear completely into the background. On the right side of the palette, the three middle colors are ochre, magenta, and amber (the other three player colors in the game). Be careful when painting with these, too, for the same reason.

To the right of the palette is the canvas. This is the screen where you'll actually create your masterpieces. It is a 24x24-pixel grid, and the fact that it's taller than it's wide should suggest to you that you may be better off creating images that look better when vertically elongated, rather than ones requiring horizontal breadth. Just to the right of the canvas is a reproduction of your creation, shown at its actual size as it will appear in the Icon Corner. Notice that the pixels don't look so "squarish" when reduced to this size.

Beneath this miniature version of your masterpiece is a button labeled view. Clicking here will bring up a display in the canvas area that will show you how the new icon appears against the various player color backgrounds. Again, the cyan color will look distorted (this time to a dark green). Still, this feature will give you an idea of how the icon will appear up in the different sections of the Icon Corner. (Try to imagine it up there, impressing and intimidating others in future games of *Global Conquest*.) Note that you won't be allowed to work on anything in the canvas area until you click again to clear the View display.

## Okay, So What Do I Do?

The instructions are printed across the top of the screen: Use left button to draw, right button to "clear." Drawing means, of course, placing your selected color on the canvas by using the brush cursor in the color you selected. "Clearing" creates a "clear" background (which appears black on the canvas, with very subtle dark gray diagonal lines running through it to distinguish it from the color black, which you can paint with). This will automatically match whichever player color the icon is placed in. Thus, when you're playing Ochre in a game, each clear pixel will be ochre-colored and will "disappear" into the background.

You'll also see the word *clear* on the bottom of the screen. Here, the word clear takes on a whole new meaning. Instead of blanking out the canvas, as you might expect, it paints over the entire canvas in the currently selected color. (Most often, this button only gets a new artist into trouble, so avoid using it!)

## Chameleon Coloring and Clearing

Next to the "killer Clear button" is a very useful change-color feature. This allows you to change every pixel of one color on the canvas to any another color you select. For example, if you loaded the yin-yang icon and didn't fancy the black-and-white coloring, you could easily change it to red and dark green (perhaps for Christmas) by using this feature. Simply:

1. Click on the Change Color From box.
2. Then click on the color you wish to replace (white, in this example—but using the *right* mouse button, instead of the usual left one, will select *clear* as the color designate).
3. Next select the new color you desire (in this case, red, but again, using the *right* mouse button will select *clear* as your replacement color).
4. Finally, a box will appear next to a square of the new color selected. If you clicked on that box, *voila!* You would now have a black and red yin-yang symbol, if you had followed the example. (Yech! Well, there's no accounting for taste.)

## Cut! Print it!

Finally, on the right side of the menu are four more menu items. Pick New Picture takes you back out to the previous screen, where you can select another icon to modify or start over again from scratch. It will *not* save your work in progress. Neither will the next menu item, Return to Picture, which will take you back to any artwork you might be importing (see below) or will act like Pick New Picture if you're just editing a current game icon (as you are right now). The third button, Save, gives you the opportunity to save your creation. You can select a name of up to eight characters in length or just press Return to save it over the old name.

*Note:* If you do the latter, the old version of the icon is lost forever. Changing the name of an icon will leave both versions available for your future selection. Fortunately, the game can handle a library of 200 icons, so it will be a while before you'll ever need to delete any because of overcrowding. When your icon is saved, the .ICO (for "icon") extension is automatically added to its filename. If you happen to see any icon names that start with an exclamation point (!), those are among the 80 new ones included with the book.

Naturally, the Quit selection will end your adventures in icon editing.

## ALL'S FAIR IN LOVE AND WARGAMES

*Anything worth having is worth stealing.*
*—W.C. Fields*

Suppose you've just played *Global Conquest* by modem. If your opponent has a great icon that you wish you could keep, you can. Call it theft, if you like, but adding an opponent's icon to your inventory is a single matter for those who can handle a simple DOS command. After playing the game or loading the film, the four player icons just used are stored in I#.TMP ("temporary") files, where # represents the number (between 1 and 4) of the player's position (1 = Amber, 2 = Cyan, 3 = Magenta, and 4 = Ochre). To be able to save an icon for later use, rename the file so that it has an .ICO ("icon") suffix.

Typically, from the DOS prompt in your *Global Conquest* directory (C:\CONQUEST), you would then type: RENAME I#.TMP YOURNAME.ICO, and press Enter (where # is the correct number for the icon you want to steal—er, *save*—and YOURNAME is the title [up to eight characters] you wish to give it). If you like, go into the Icon Editor and admire your thieving handiwork. Notice that the new icon has been added to your inventory.

Other files (created with .PCX and .LBM extensions) can be imported from various paint programs as well. These files will be listed in the green rectangle above the icons if you place them in your main CONQUEST directory.

Selecting one brings up the picture on the screen, with a square as the mouse pointer (or cursor). Use this square to select the area of the picture you wish to create a new icon from. This takes you into the standard icon editing mode. Selecting the Return to Picture button in this instance will take you back to the artwork you're importing from to get another piece of it (or will act like the Pick New Picture selection if you're editing a regular icon).

## JOINING THE COLORFUL COMMANDERS

*Raise the glorious flags again, advance them upon the new enemies who constantly gather upon the front of the human army and have only to be assaulted to be overthrown. Don't take no for an answer, never submit to failure.*

—*Sir Winston Churchill,* While England Slept, 1936

In this chapter you got to got to be a kid again, drawing and painting some new icons—symbols of your future career in battle. There's nothing like personalizing your copy of *Global Conquest,* is there?

Take pride in the banners you unfurl—or share a few yucks with your gaming buddies when they see how wacky your new symbol ended up looking. Just don't be too hard on yourself. Every second-grader begins sculpting that first lump of clay into a grand *objet d'art*, only to bring home a simple ashtray or paperweight. You'll get better with practice.

# 4

# Geography: A Conqueror's Guide to New Worlds

All of the random worlds generated in *Global Conquest* are unique. (With over 4 billion possibilities, don't plan to see too many repeats in your lifetime!) While a world is being created, you may wonder, as the various "creation graphics" roll along the three windows on the right side of the screen, what sort of world it's going to be. As a rule, the longer your computer takes to do a world-creation task (such as "creating swamps and lowlands"), the more of that feature you're likely to find.

To speed up a world's creation, press any key during the creation process. The graphics will then snap along the right side of the screen instead of slowly fading in and scrolling downward.

After a world is created, discovering its geography is a common game-play feature. *Global Conquest* is a game of maneuver and capture, so knowing where you're going will always be a basic concern. Even when you're playing scenarios in which you can see the entire map from the

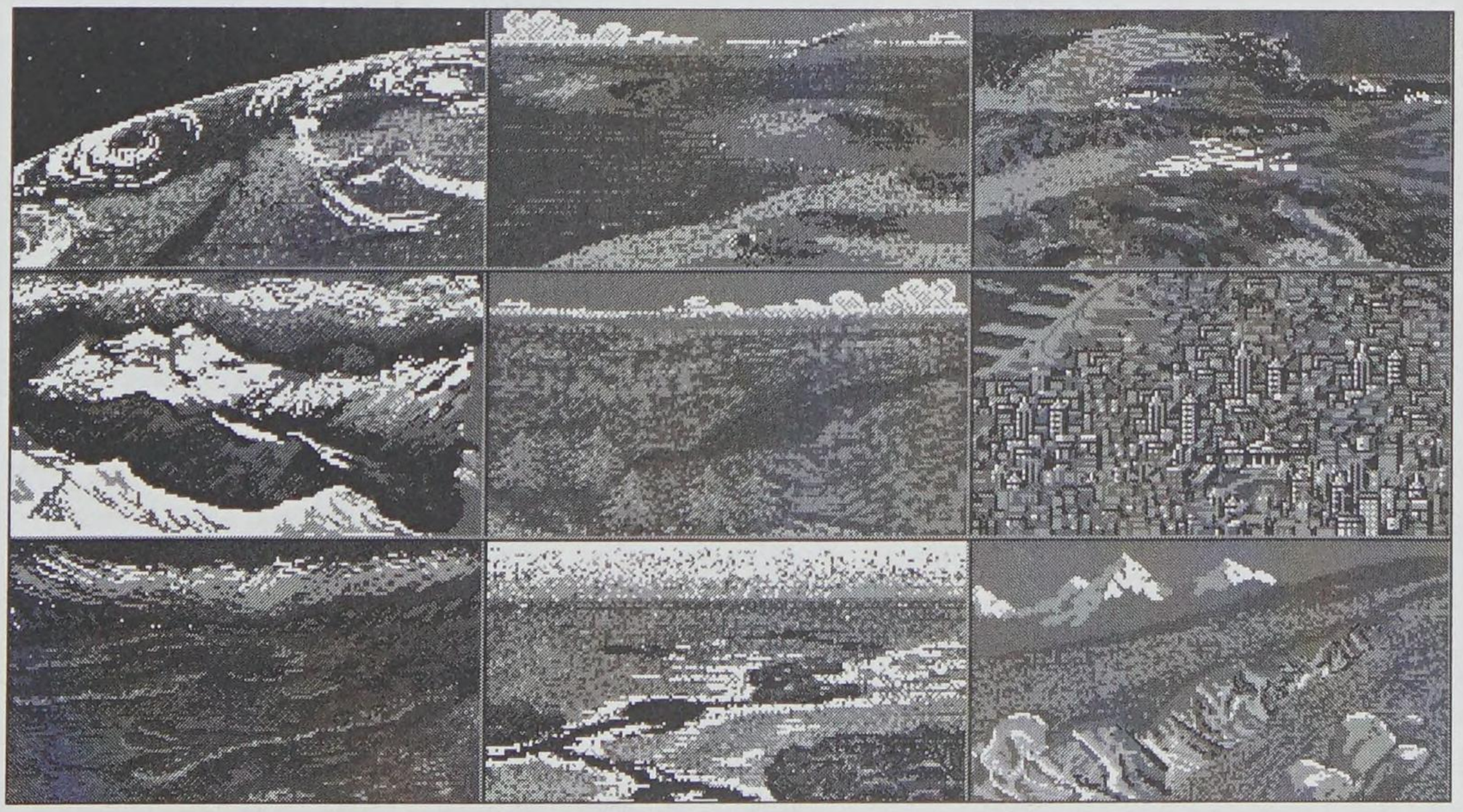


**Figure 4-1** Scene from a burgeoning world

outset, there will still be important things to know and discover about the world along the way.

## MAP-READING FOR GENERALS

The first thing to know is that the worlds of *Global Conquest* are not round—or even cylindrical, for that matter. This means you can't move pieces off the map in the hope that they'll reappear on the other side. Ancient navigators had to worry about sailing off the edge of the world; your units will simply stop there and await further instructions.

For the record, the worlds of *Global Conquest* are not exactly square, either, despite their appearance on the map displays. In fact, they're slightly rectangular (with a 4-to-3 ratio of width to height). Picture it this way: When you look at the Icon Corner—that's about how the map is shaped. Basically, it's a shorter jog up and down the screen then it is from side to side.

Since there are three different world sizes to play on in *Global Conquest*, you may wonder, "How big is big?" Table 4.1 compares the three *Global Conquest* map board sizes with three from other popular strategy and war games. In the table, the width is the number of squares the map covers horizontally, and the height is the number of squares it covers vertically. The total number of squares on the map is presented to give you a feel for just how much "world" is out there. Notice that each increase of size in a *Global Conquest* map roughly doubles the amount of playing area from the previous size.

### Seeing the Terrain Through Field Glasses

There's more to looking at terrain than appreciating pretty maps. To the strategist, terrain is something to be captured, held, surrendered, avoided, or maneuvered through. If

**TABLE 4.1** MAP SIZE COMPARISON CHART

| SIZE | WIDTH | HEIGHT | TOTAL |
|---|---|---|---|
| *Global Conquest* Maps | | | |
| Small | 100 | 75 | 7,500 |
| Medium | 150 | 112 | 16,800 |
| Large | 200 | 150 | 30,000 |
| Maps for Other Games* | | | |
| *Command HQ* | 320* | 136 | 43,520 |
| *Empire* | 100 | 60 | 6,000 |
| *Civilization* | 80* | 50 | 4,000 |

* These maps are cylindrical, meaning that if a unit is moved off the left or right side it will reappear on the opposite side.

you add "exploited" to that list, you'll have an outline of what this section will teach you. Here, you'll learn how to make terrain work for you in *Global Conquest*.

Table 4.2 gives you a comprehensive look all the terrain types and their effects on different aspects of the game. These terrain attributes will be examined in later chapters, but for now it is important to get a good feel for the overall geography of *Global Conquest*.

## The Lay of the Land Logic

When you zoom out to see the "big picture" map, you'll notice that the world's forests and mountain ranges are often created by the computer with "sweeping brushstrokes." From this grand vantage point, lines of mountains and forests form patterns across entire continents. Swamps, on the other hand, usually appear either in "spotty" patterns of little plus signs (+)

**TABLE 4.2** COMPREHENSIVE TERRAIN EFFECTS CHART

| TERRAIN TYPE | MOVE COST[a] | DEFENSE INF/ARM[b] | ATTRIT INF/ARM[c] | RESOURCE TYPE[d] | CAN INF. DIG IN?[e] | WHO CAN REPAIR?[f] |
|---|---|---|---|---|---|---|
| Plain | 10 | – | – | Random | Yes | – |
| Forest | 15 | – | 0/1% | Random | Yes | – |
| Mountain | 20 | 1/4–1/6 | 0/2% | Minerals | Yes | – |
| Swamp | 30 | – | 3%/3% | Oil | No | – |
| Minerals | 10 | – | – | – | Yes | Land |
| Oil | 10 | – | – | – | Yes | Land |
| Burbs | 10 | 1/3–1/5 | – | – | Yes | Land |
| Dock | 10 | – | – | – | No | Both |
| Ocean | 10 | – | – | – | No | – |

[a]Move Cost = the number of movement steps used to exit the listed terrain type

[b]Defense Inf/Arm = the fractional reduction of damage inflicted upon units (infantry/armor) when they occupy the listed terrain

[c]Attrit. Inf/Arm = percentage points lost from unit strength for entering and, in the case of swamps only, for each pulse they spend in the given terrain

[d]Resource Type = the type of resource, if any, that will be produced if the listed terrain type is exploited (see Chapter 11)

[e]Can Inf. Dig In? = Can infantry units dig in on the listed terrain type?

[f]Who Can Repair? = Land units can repair at any burb, dock or resource, whereas ships can repair only on dock squares. Repair rates vary (see Chapter 10).

or in concentrated clumps, often in square-like patterns.

The distribution of burbs has its own logic, but it defies any general analysis here. (For the record, burb is the generic name for each of the five urban types in the game: villages, towns, cities, metroplexes, and the native capital). As a case in point, the native capital will often be found on an island of its own, yet it will have no dock spaces (it will always choose the centermost spot among the overall distribution of burbs).

Conversely, burbs will sometimes appear that are centered on one-square-sized islands. These will have *eight* dock spaces surrounding them! As a strategist, you should understand that the important things about burb placement are the terrain between them and their proximity to each other. In other words: (1) Will it be difficult to get from where you are to where you want to be? and (2) Will you be within the range of available air cover during the operation?

## TERRAIN: TYPE BY TYPE

Here are a few observations of each terrain type—this discussion elaborates on Table 4.2. Think of it as your "map legend key" to *Global Conquest*.

### Plain

Plain, or clear terrain is usually the most common type of land. It's the fastest land type for troops to move over, so when you're planning maneuvers, clear terrain is the path of choice for rapid approaches or withdrawals. Plain terrain creates no penalties (either by slowing movement or by causing attrition of units) and offers no advantages when you're defending your unit in it.

### Forest

After clear terrain, forest terrain is your second-best choice for maneuvers. It causes one strength point in attrition to armor during movement, but this is usually of no consequence unless vast expanses of forest are crossed. Bear in mind, though, that forests are 50 percent slower to move through than plain terrain. As with plain terrain, there are no defensive advantages occupying forest squares.

### Mountains

Mountains work better as defensive barriers than as attack routes. Because movement takes twice as long as through plain terrain, a quick thrust through several mountain squares is all but impossible. The attrition on armor doubles, too, to two points per mountain square exited, which could become an important factor in battle.

You will still want to send units trudging through the mountains, however, just to search for the minerals that might be lurking there. Thus, it becomes the task of land units to yodel up and down slopes in search of gold-capped peaks in adjacent mountain squares.

Except for burbs, mountains are the only terrain type that offers any defensive benefits to units that occupy it. That means that having mountains adjacent to a friendly burb can be a two-edged sword. While they will slow an enemy attack coming through them, mountains also provide attackers with some cover against damage. For infantry units in particular, the protection afforded by mountains offsets much of the difficulty of moving through them.

### Swamps

Swamps are a nightmare. Causing a horrendous 3 percent attrition rate on all land-unit types *per*

*pulse the square is occupied* (as opposed to per square exited, which is the rate for armor units in forests and mountains), units will be bled away to their 20-strength-point attritional "floor" very quickly. Compounding the problem is the fact that it takes three times as long to exit from swamps as from plain squares.

In fact, the only reason units have for entering swamps is to explore for, create, or capture oil resources, period. When swamps lie across your path, make the extra effort necessary to go around them.

## Resources

Minerals and oil (which, collectively, are called resources) must be thought of as "oasis" squares among the swamps and mountains. Thus, for purposes of movement, having a resource present is like having a single "fast" square to help you zip through what is otherwise "slow" terrain. When you're playing a scenario in which resources can be "exploited" from the land, try the "Streets Are Paved with Gold" technique. This ploy creates resources by exploiting consecutive adjacent squares to create entire "highways" of them through swamps and mountain ranges.

Resources can be difficult to find, because they'll only appear when land units (infantry, armor—*not* transports—and Comcens) move adjacent to them. Short of a telltale native unit appearing in a mountain or swamp square (the only reason they're ever there is to guard resources), these terrain types must be carefully searched for their potential hidden treasures. Because of your Comcen's high speed in difficult terrain, use it to go "prospecting" behind your lines. When not otherwise employed, it makes a great resource grabber.

In combat, units on resources receive no defensive bonus (although units can slowly repair on these squares). Thus, despite the mountainous look of a mineral square, defending units receive no defensive bonus while on them. It might be wise to defend resources from adjacent squares, then, if they contain either a mountain or a burb.

## Burbs

Burbs are all identical for movement and combat purposes. They are as fast to move through as plain terrain, yet offer the best advantages for defenders. Since units can also repair two to five times faster in a burb than on a resource, burbs are the repair station of choice. Burbs are also the game's economic engine, so most battles will be fought for and around burbs.

## Docks

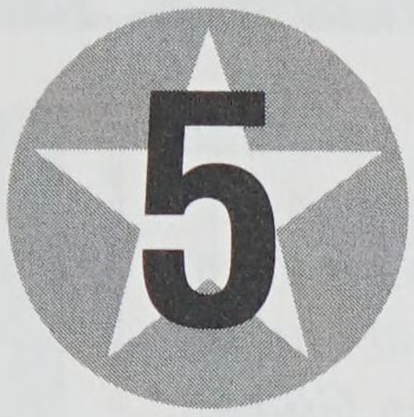
Docks are burb spaces "over water," and are the quickest way to move land units to and from the oceans. They don't offer the defensive advantages of burbs. In fact, they make infantry and armor units on them (in transports) far more vulnerable in combat (this is explained in Chapter 10). Docks should also be thought of as "docs," or doctors, since every type of unit in the game can be repaired on them.

## Oceans

Ocean squares are the only way for naval units to get around. For infantry and armor units (when they act as transports), moving by sea is much faster than by land (twice as fast for armor and three times as fast for infantry). Of course, there is no combat benefit or attrition at sea, but ocean squares and the naval units that prowl them make for a very different type of battlefield.

## COMING IN OUT OF THE WOODS

This chapter has given you the "lay of the land" for *Global Conquest*, and much to consider about its military geography. Just as in life, knowing where you're going is half the distance between failure and success. (Knowing how to get there is the other half, which will be explained in the next chapters.) When you apply the map keys learned here, you'll get the most from your units no matter where you want them to go.



# Movement:
## Marching in Step with *Global Conquest*

*We were the first that found that famous country:*
*We marched by a king's name: we crossed the sierras:*
*Unknown hardships we suffered . . .*
*We were lords of it all.*
—*Archibald MacLeish,* Conquistador, 1932

You can do much more with movement in *Global Conquest* than simply order a unit from point A to point B. Getting there is still half the fun, but now the other half is *how* you get there. The different ways in which units can move are found on the Unit menu. They will be the focus of this chapter.

Speed, stealth, security, and proper timing are the points of interest here. If you're wondering why so much is being said about the mundane matter of movement, consider this: Since the time of Alexander the Great, soldiers have been taught how to march in step before they were taught how to fight. Because we're covering movement before combat, two and a half millennia of military tradition are about to pay off for you!

In the previous chapter, you learned how to see the map as a general sees it: from the highest vantage point, with an eye toward the overall strategy. In this chapter, you'll see the map from a sergeant's perspective. You'll examine the trees instead of the forest; you'll learn proper, square-by-square maneuver tactics. In the same way in which an artist becomes one with his brush, or a soldier becomes one with his rifle, at the completion of this chapter you will become one with your mouse (or keyboard or joystick, whichever is your chosen input device).

## MARCHING IN "STEPS"

You've probably noticed that units seem to move flawlessly from square to square, using their own logic as they roll along. In *Global Conquest* (and in *Command HQ*, for that matter), this logic dictates that units accumulate a certain number of movement steps (MS) per round (or *pulse*), of which there are eight in each Execution Phase, or turn. These MS are then spent by the unit to actually move. One pulse is completed when every unit in the game has had a chance to fulfill its orders, whether they are to move, fight, dig in, or whatever. During each of the eight rounds per turn, units accumulate MS at the following rates:

**TABLE 5.1** MOVEMENT STEPS ADDED PER ROUND BY TYPE

| UNIT TYPE | MOVEMENT MODE* SNEAK | NORMAL | BLITZ |
|---|---|---|---|
| Infantry | 3 | 6 | 14 |
| Armor | 6 | 12 | 20 |
| Transports | 9 | 18 | 26 |
| All Others | 10 | 20 | 28 |

*Each number represents the number of movement steps (MS) added *per pulse* by a moving unit.

The different movement modes will be discussed later. The important thing to remember from Table 5.1 for now is that MS are "saved up" for each unit individually (up to a maximum of 100) and then "spent" to *exit* the square that unit currently occupies. That's right, *exit*, not enter. What does it cost to leave any given square? See Table 5.2, as follows.

**TABLE 5.2** TERRAIN EFFECTS ON MOVEMENT

| TERRAIN TYPE | MOVE[a] COST | DEFENSE[b] INF/ARM | ATTRIT.[c] INF/ARM |
|---|---|---|---|
| Plain | 10 | – | – |
| Forest | 15 | – | 0/1% |
| Mountain | 20 | 1/4–1/6 | 0/2% |
| Swamp | 30 | – | 3%/3% |
| Minerals | 10 | – | – |
| Body Bridge* | 10 | – | None |
| Oil | 10 | – | – |
| Burbs | 10 | 1/3–1/5 | – |
| Dock | 10 | – | – |
| Ocean | 10 | – | – |

[a]Move Cost = the number of movement steps (MS) used to *exit* the given terrain type

[b]Defense Inf/Arm = the fractional reduction of damage inflicted upon units (infantry/armor) when they occupy the given terrain

[c]Attrit. Inf/Arm = percentage points lost from unit strength for entering and, for swamps only, *for each pulse the unit remains* in the given terrain

*A body bridge is explained later in this chapter. There is *no* attrition for units crossing a body bridge, in spite of the intervening terrain crossed.

Now, since it doesn't matter what square a unit is *going to*, only where it is *coming from*, the cost to *enter* a swamp or mountain is the same as for a plain or dock space. It is getting *out* of the swamp or *down* the mountain that's the slow part! Keep that in mind and you (and your units) will go much farther in *Global Conquest*.

Here's a final note about the basic movement mechanics: In *Global Conquest*, units that are leaving their squares diagonally require

40% more MS to do so. Thus, 14 MS will be required to exit plain, ocean, burb, etc., squares diagonally.

## TAKING THE PULSE OF LAND UNITS

Land units (infantry and armor) can change their status under certain circumstances, each of which is a function of movement. Table 5.3 lists these changes and the number of MS or pulses required to perform them.

There is one final element of the movement equation that must be mentioned. It's a "programmer thing"—a tricky variable called U-Count. Whenever a land unit (infantry or armor) is *stationary*, it receives a U-Count number, which is decreased by one per pulse to a minimum of zero. Only units with a U-Count number of zero may repair, dig in, or begin to accumulate MS.

Certain events will increase a unit's U-Count, which can never go above 15 (and that would take almost two entire turns to reduce back down to zero). Table 5.4 explains how to delay stationary enemy land units by increasing their U-Count numbers.

**TABLE 5.3** ADDITIONAL MOVEMENT COSTS

| ACTION | TIME[a] |
|---|---|
| Infantry to dig in | 4 pulses |
| Infantry to dig out | 2 x Terrain[b] |
| Transport unit embarking | |
| From a dock square | 10 |
| From a beachhead square | Terrain + 1 (Normal[c]) + BH[d] Terrain |
| From any other square | Terrain + 4 (Normal) |
| Transport unit disembarking | |
| From a dock square | 10 |
| From a beachhead square | 10 + 2 (Normal) + BH Terrain |
| From any other square | 10 + 8 (Normal) |

[a]The number or formula given represents the number of movement steps required to perform the action described.

[b]Terrain = Cost to exit the terrain which the unit currently occupies (see Table 5.2)

[c]Normal = Number of MS that the unit would acquire during a single pulse at its normal movement rate (see Table 5.1)

[d]BH = A "beachhead" square, which is a coastal land square occupied by a friendly, dug-in infantry unit. Note that when a unit moves through a beachhead, the MS cost to skip over that square must still be paid.

**TABLE 5.4 U-COUNT ADDITION TABLE**

| EVENT | U-COUNT ADDITION |
|---|---|
| Unit is newly built | 2 |
| Unit is hit in combat | 2 |
| Unit is hit by airstrike | 4 |

Table 5.4 shows that by harassing an enemy unit sufficiently, you can prevent it from performing any repairs or movement during a given turn. Two airstrikes, for example, during a single Planning Phase will nail a unit in place and leave it unable to dig in or repair.

You are now acquainted with *Global Conquest*'s system of movement steps and U-Count delays. Don't worry much about U-Count right now, but MS frequently come into play during random events. Chapter 14 explains how many random events can alter MS and the costs of exiting terrain.

## RULES OF THE ROAD

It's fascinating to know how units save and spend MS to dance about the map, but there are also some special rules to consider. This section examines these rules, then presents a terrain summary and an examination of the way computer players move their units.

### Obeying the Speed Limits

Infantry and armor units moving across land have a "speed limit" of one square per round, maximum. Therefore, it's a bad idea to blitz armor units (which adds 20 MS per round, as shown in Table 5.1) across terrain that only costs 10 steps to exit (plains, burbs and resources). They probably won't get to their destination any faster than if they had not blitzed (acquiring only 12 MS per round through normal movement). Unless an armored unit is in a hurry to get through slow terrain (mountains and swamps) or to cover a lot of diagonal squares, all you'll ever get for blitzing armor units on land is a lot of unnecessary attrition on them. Blitzing infantry units across the countryside *will* move them much quicker, but this is not true for armor unless the terrain crossed is particularly slow to begin with.

Note that Comcens and spies don't observe this "cross-country speed limit," nor do ships at sea (including transports). All of these units can move more than one square per turn, up to the limit allowed by their accumulated MS (which is usually about two squares per turn), *when they're outside the combat range of enemy units.* Once they target or are targeted by an enemy unit, the speed limit of one square per pulse comes back into play for *all such engaged units.* Thus, getting reinforcements *into* a battle will always be quicker than pulling engaged forces *out* of one, whether on land or sea. (A full explanation of unit facings and targeting is given in Chapter 10.)

### Saving Movement Steps While Resting

We've mentioned that units can accumulate movement steps (up to 100 each). When a land unit is not moving, its accumulated MS are always reset to zero. Thus, a stationary land unit may have to save up its MS for a few pulses before finally leaving the square it starts in (assuming its U-Count is zero).

Because it can be important either to cause a land unit to rest (to make it hold a defensive position and/or repair in a burb) or to prevent it

from resting (so that it can march on a moment's notice), you should be aware of the two ways to prevent units from ceasing movement. The first way is usually patrolling, which, as we mentioned earlier, involves putting the unit in a movement loop. This is explained in detail a little further on.

The second way a unit is prevented from stopping and resting often occurs by accident. This happens when you order a unit to move to a square that is already occupied by another friendly unit. Because this is a natural occurrence when using the Repeat command from the Unit menu (also explained below), players frequently do this accidentally. A good example of trying to move several units to the same square occurs when several friendly units are ordered to attack the central square of an enemy burb. After the burb is won, only *one* unit can occupy that single, central square of the burb. The other units (some of which are presumably battle-damaged) may appear to occupy other burb squares, but because they are moving to the already friendly-occupied central square (as per their orders), they will *not* stop for repairs. Pay careful attention to this problem of units not being repaired in friendly burbs. You can get around it by just telling those units to stop where they are.

When ships, including transports, stop and rest, their accumulated MS are reset to their current "Movement Steps Available per Round" level (i.e., one round's worth of movement is always ready and waiting to be spent the moment an order is received). This allows ships and transports to make quick initial moves after receiving orders, just the opposite of stationary land units.

## Disengaging Land Units from Battle

When infantry and armor units (but no other) suffer damage in battle, they lose MS as well (if they are currently ordered to move). Infantry units lose MS equal to the damage they suffer in combat, while armor units lose MS equal to only *half* the damage they sustain in battle.

Particularly for infantry units, battle damage can reduce their MS to a negative number. (This can never go below -25 per unit—therefore, the accumulated MS floor per unit is -25 and the ceiling is 100.) When a unit's accumulated MS is reduced to a negative number, that unit is indicated as "pinned" in the cursor window. It usually takes a lot of damage to pin an armor unit, so much that pinning becomes a secondary concern to survival. But pinning means that, should the unit survive the combat, it will be sitting there, stationary, for quite a while trying to accumulate enough MS to get out of its negative MS numbers (and thereby become "unpinned"), and *then* keep saving up enough additional MS to finally exit its current square.

For example, say a fully pinned infantry unit (-25 MS) is attempting to exit a mountain square (20 MS to exit) by normal movement (which adds 6 MS per pulse). It will need five pulses just to get "unpinned" (leaving it with 5 accumulated MS at the end of the fifth pulse) and three more pulses to exit the mountain square. That's the equivalent of an *entire turn* (eight pulses) just to move *one* square after a battle!

The heck of it is, suffering hits in battle will also increase an infantry or armor unit's U-Count. Remember, that number has to be worked down to zero before these units can even *start* to accumulate the MS they need to get unpinned (see Table 5.4). When U-Count problems and pinning are taken together, then getting your forces moving and organized again after battle will require some time—perhaps a turn or two. You may have noticed this during game play, but now you know why it happens.

## ON PARADE

There's a story about the New York musician who was on his way to a big performance. A stranger holding tickets to the show walked up and asked him, "How do I get to Carnegie Hall?" The musician's reply was, "Practice!" The point is that you, too, will become proficient at moving your pieces with skill and agility only through practice. It won't get you to Carnegie Hall, but if there's a *Global Conquest* Hall of Fame, that's how you get there.

To learn how movement really works, you must observe units and every square they move through. Unit movement paths are shown on the map when:

- You first select a destination for a unit;
- You later put the cursor back over a unit that already has its destination set; or
- You select the Destination button or press F8.

While learning the subtleties of movement that follow, keep the Destination button selected as much as possible. That will continuously show where all your units are going and the exact square-by-square paths they are taking. This constant feedback will instill an important awareness in you that will help you to select optimum movement paths instinctively during play. Try it.

### Destination Points

Moving can be as simple as selecting a unit at point A and then selecting its destination at point B. Alternately, three more points, C, D, and E, can also be selected for a unit's destination. By selecting these way points, units can be set to move over several turns along complex pathways, navigating around obstacles or methodically searching for resources.

Once you've selected a unit by clicking on it, moving the mouse to a new destination will cause a "shadow" of that unit's icon to appear as the new cursor. Between this shadow silhouette and the unit's location will be a line of dots: red dots where the movement path crosses land squares, white dots where it crosses ocean or dock squares. Note that if you plan a ship's path to cross land, this trail of dots will end where the known land begins. This is to remind you where your ship would stop moving if you selected a point that required it to cross land. (The exception is a wild random event, called "Amphibious Ships," which is explained in Chapter 14.)

Setting way points is done by "nailing them down" with a long (one-second) click. Up to three of these intermediate destinations can be set before a final destination must be determined.

### Patrolling the Area

When a unit's final destination point is the same square from which it started to plot its movement (bringing it back to point A), the unit will be caught in what programmers call a "loop." This means a unit that is told to move from point A to point B (perhaps passing through points C and D as well), then back again to point A, will march continuously through these points. In this manner, a unit can patrol an area by looping back to its original movement starting point.

Units on patrol have the advantage of continuously scanning a wider search area. However, patrolling too wide an area will be ineffective because the patrolling unit will be away from each patrol point for a longer time. Infantry units will not dig in while patrolling, which gives you the advantage of keeping them ready to move in another direction on a moment's notice (without wasting the time to

dig out). However, it can also be a disadvantage, because patrolling infantry will never be able to fight from a safer, dug-in position. Units shouldn't blitz or sneak while on patrol (see below). Instead, they should try to maintain their maximum combat abilities and have reinforcements standing by in case any enemy units are spotted.

## THE UNIT MENU COMMANDS

While a unit can be selected to move by giving it a quick click, selecting a unit with a long (one-second) click will bring up the Unit menu. This menu allows you to give that unit a specialized order. In addition to accessing these specialized orders through the Unit menu, you can also give each of them to a unit by hitting the order's hotkey while the cursor is over the desired unit. The hotkey is always the first letter of the command. The [B] and [S] keys toggle the Blitz and Sneak movement modes both on and off. Here are the various Unit menu commands:

### Repeat

Like the "redial" feature of your telephone, selecting this command (the hotkey is [R]) will give the unit exactly the same movement destination points as the previous unit. This is a handy way to move several units rapidly to the same spot by the same, often convoluted, route and is great for moving whole groups of units efficiently. The Repeat command will not work in conjunction with a Pursue order (see below). Units have to be individually ordered to pursue a given enemy unit.

As we explained earlier in this chapter, only *one* unit can occupy the single final destination square, which is where everyone is set to go when you use a Repeat command. So, if you want your units to cease movement and take up defensive positions or repair at the end of their march, you'll have to issue new movement orders to them once they begin to crowd around their shared final destination.

### Pursue

In old movies, a character would tell a taxi driver, "Follow that car!" This command is the *Global Conquest* equivalent. Instead of setting a specific movement path, a unit that is selected to Pursue another (the hotkey is [P]) will move in a straight line toward it. To set up a pursuit: first select your pursuing unit, then select Pursue, then click on the unit you want to follow.

If the pursued unit ceases to remain spotted by the pursuing player, the pursuing unit(s) will move to the pursued unit's last known destination in the hope of reacquiring their target along the way. Failing that, pursuing units will simply cease movement at the unit's last known location.

### Blitz

*Speed is, unfortunately, a most expensive commodity: alike in battleships, motor cars, racehorses and women, a comparatively small increase in speed may double the price of the article.*

*—Lord Archibald P. Wavell,*
The Palestine Campaigns, 1931

When you need to get units where they are going fast, give them the Blitz command (the hotkey is [B]). Refer back to Table 5.1 to see the exact speed increase for blitzing, but bear in mind the land speed limit of one square per turn when blitzing an armor unit! A blitzing unit is designated by a red lightning bolt across the top of its icon.

While the advantage of blitzing is, of course, increased speed, the disadvantage is an automatic attrition rate of 2 strength points per pulse. That means that one turn's worth of blitzing (8 pulses) will cost a unit 16 strength points, or 1/6 of its 100-point maximum. This brutal attrition ceases either:

- When the unit ends its movement (so be careful not to blitz into a square that your units already occupy);
- When the unit's strength finally drops to 20; or
- When you "unblitz" the unit (by issuing another Blitz order to it).

Note that blitz attrition is *added* to any attrition caused by moving through certain terrain types. (So if you really want to burn a unit up quickly, blitz it through a swamp.)

Blitzing can be highly useful when combined with a Pursue command, particularly when the target is a vulnerable enemy spy or Comcen. It is impractical, however, for patrolling units to wear down their strength by blitzing.

## Sneak

The purpose of using the Sneak command (the hotkey is [S]) is to allow your units to get in close to the enemy without being spotted. Opting to sneak, however, has the triple drawback of:

- Preventing a unit from firing until after it is fired upon;
- Reducing its scanning range; and
- Slowing it down considerably.

The pros and cons of the discovery and combat effects are detailed in Chapters 6 and 10, respectively, but the movement effects of sneaking will be considered here. Again referring to Table 5.1, it can be seen that units plod along at half-speed while operating in sneak mode. They are designated by being semi-shaded with diagonal white lines across their icons. Generally, sneaking units are too slow and vulnerable to be practical on a regular basis, so avoid this movement mode unless the sneaking units are conducting a carefully planned special operation.

When you sneak units, they usually won't be revealed until they're adjacent to an enemy unit, so try to get in close and, for infantry, dig in before revealing yourself by unsneaking. (Unsneaking is done by issuing another Sneak order.) Note that you should always unsneak units that you plan to have fight during that turn, so that they'll be allowed to fire and even get in the first shot (see Chapter 10).

*Never* sneak in a full-visibility scenario, during an X-Ray Vision random event (since even sneaking units are always visible under these circumstances), or during the last turn of any game.

## Wait

Waiting (the hotkey is [W]) is a crucial practice for preserving your units and their strength. When waiting is selected from the Unit menu, you can choose 0, 2, 4, or 6 pulses. That means that the unit will stay in place for that many pulses before continuing to move along its path. This is often the critical difference between launching a coordinated attack (in which the enemy is swamped by multiple attacking units hitting concurrently) and going in "piecemeal" and suffering additional losses in the process.

Another Wait command is "till repaired," which affects only units in repair facilities (see Chapter 10). They'll execute their movement

order after they're fully repaired to 100 strength points.

Two important things can happen when you're selecting the number of pulses to wait before moving. First, selecting zero pulses is the same as changing your mind and telling the unit not to wait after all. Second, *infantry units on land that are not dug in will attempt to dig in while they wait*. This means that giving an infantry unit orders to wait six pulses (or even four, if it's attempting to exit mountains or swamps) before moving will cause it to dig in. In turn, this means it will take that unit *another* 3 to 5 pulses to dig out again and finally get moving (see Table 5.3). Bear that in mind, along with the cost of crossing any intervening terrain, when attempting to coordinate land attacks by using the Wait command.

*Hotkey users note:* Hitting [W] while you're over a unit you desire to have wait will do one of two things: if the unit is in a burb, it will wait "till repaired;" if the unit is in any other kind of terrain, it will wait a default of *four* pulses.

The other two options that appear on the Unit menu, Exploit and Home, will be discussed in Chapter 11, because they are economic options and do not affect movement.

## TERRAIN EFFECTS ON MOVEMENT

*The strength of an army, like the power in mechanics, is estimated by multiplying the mass by the rapidity; a rapid march augments the morale of an army and increases all the chances of victory.*

—*Napoleon,* Maximum IX

The key to successful maneuvers lies in taking the fastest route most of the time. There will always be times where the slower path might yield its own benefits (possibly by revealing resources or achieving an element of surprise by doing the unexpected). However, though the race is not always to the swift nor the battle to the strong, *that's the way to bet!* Therefore, plan your maneuvers to be as swift and strong as possible.

This means marching along the plain, or clear terrain squares whenever possible. Prioritize maneuvers through all other terrain types in descending order according to their movement costs. In other words, avoid swamps whenever possible, since they consume not only vast amounts of time, but also strength (remember, you want to win *both* the race *and* the fight).

### Body Bridge Building

Besides using the "Streets Are Paved with Gold" technique explained in the previous chapter (creating entire "highways" through swamps and mountains by creating resources in them), another way to help assure your winning both the race and the fight is to use the body bridge building technique. This technique is to give units orders to move through friendly, stationary infantry units (which become the body bridge). Regardless of the terrain occupied by these body bridge units, other units move over them at the normal movement rate of 10 MS per square. Best of all, units crossing a body bridge suffer *no* attrition from the terrain over which the bridge is built. The use of these body bridges will not keep land units from needing to embark or disembark from transports, however, so they're not very efficient for crossing bodies of water.

This works in *Global Conquest* (and in some of Dan Bunten's other games, including *Command HQ* and *Modem Wars*) because of

movement "tensers" designed into the program. What this means is that, though two units cannot occupy the same square simultaneously, the one unit attempting to move through a square already occupied by a friendly unit will simply sit there and save up enough MS so that it can "leapfrog" over the other unit by paying all the MS costs to get to the other side in a single lump sum.

Think of "tensers" as the tension on a bowstring that, when taut enough, flings the moving unit over intervening stationary friendly units. Bear in mind that a unit can save up only 100 MS, so body bridges longer than nine units will not work (90 MS will be required to cross such a body bridge, plus 10 MS, presumably, for a unit to exit the square it currently occupies—the more MS it costs for a unit to exit its original square, the shorter the maximum length of the body bridge can be).

## Of Transports, Docks, Beachheads, and Beaches

Don't forget that transports move much faster at sea than land units do on land. After waiting through the delays to embark and disembark, sea travel is generally twice as fast as cross-country movement (because transports receive more MS per turn and have no "speed limit" at sea). Although extremely vulnerable to attack from naval units, transports can be used to shift forces quickly. The velocity at which transports move can often offset their lack of combat strength. Therefore, maneuvers across the seas are valuable, not merely for "peaceful" expansion or exploration, but for surprise invasions and daring sneak raids as well.

Of course, the major obstacle to sea movement by land units is converting them to and from transports. The time wasted on that can completely negate the speed advantages of sea movement. Therefore, it's important to know the three types of squares that can be embarked from or disembarked into in order to speed along vulnerable transports.

- **Docks** are the best way to go. There is no MS cost for a land unit to convert either to or from a transport when it's done through a dock square. Enemy docks, by the way, work just as well as friendly ones. Consider invading an enemy burb through its own dock squares (and then moving rapidly up onto the land). This is a cunning, bold maneuver that usually yields favorable results. (It will be discussed in detail in Chapter 10.)
- **Beachheads** are the second most preferable point of embarkation and debarkation. A beachhead is any coastal land square in which you have a friendly, *dug-in* infantry unit. Ordering land units to move through such beachhead squares takes about half the time of using other, non-dock squares (see Table 5.3).
- **Other squares** are a real pain for land-unit/transport conversions. Generally, it takes half a turn (about four pulses) to embark, and twice as long to disembark, land units on any square other than a dock or beachhead. The terrible part of this is that during the crucial period when a transport is trying to move ashore, it is extremely vulnerable to enemy units of all kinds: planes, ships (especially submarines), and troops on land. Storming enemy shores in this manner will be very dangerous if your invading transports are spotted, so you may want to consider using the Sneak command to get them ashore (even though it will take much longer to do so).

## NED IN MOTION

"Ned," the programmer's name for the artificial intelligence (i.e., the "computer players"), has certain programming limitations that become apparent during movement. His ships have a tough time negotiating bays, for instance.

Because Ned tends to think in straight lines, his land units will blithely cross swamps and oceans even when more efficient routes are nearby. Ned seldom uses docks or beachheads wisely, either, so you can often catch his transports during their vulnerable period as they attempt to land.

Ned never plans more than 10 squares of movement during a Planning Phase, even though ships moving across the seas at normal speed can usually go further than that during a single turn. Finally, Ned cheats by seeing the whole board at all times. He even knows where the resources are hidden and will make a beeline for them while you're still searching them out.

## MARCHING TO YOUR OWN DRUMMER

*Nothing is more difficult than the art of manoeuvre. What is difficult about manoeuvre is to make the devious route the most direct and to turn misfortune to advantage.*

—*Sun Tzu,* The Art of War

This chapter has presented the best ways to get your pieces from where they are to where you want them to go, and has offered many specific approaches and techniques. While "becoming one with your mouse" is an important skill in using computers, it is even *more* vital to playing *Global Conquest*. Setting way points, using the Unit menu commands, laying down body bridges, and knowing how Ned moves are all important, and they're all here.

Now that you know *how to get there*, it might help to know *where you're going*. To find that out, read the next chapter.

# Discovery:
## Revelations During Game Play

*Man can learn nothing unless he proceeds from the known to the unknown.*
—*Claude Bernard,* Bulletin of the New York Academy of Medicine

*Global Conquest* can be played in many different ways, but the most significant variations arise from the choice of "opponent visibility" method used. With four visibility options—full, partial, none, and "*CHQ*-style"—to choose from, your decision will have a significant effect on both the discovery of the terrain and the scanning of enemy units. The lessons presented in this chapter will help you overcome even the most difficult visibility options because, as Francis Bacon said, *nam et ipsa scientia potestas est*—for knowledge, too, is itself power—power that will help you triumph in future games of *Global Conquest*.

## VISIBILITY OPTIONS

### Full Visibility

A *full-visibility* (or "open-eye") scenario has the same feel as a boardgame. Players are able to see the entire map and all the pieces from the outset, so stealthy tactics and maneuvers are completely ineffective. Spies are particularly useless. Submarines, too, without their ability to remain unspotted until they're close to an enemy, are of considerably less value.

Sneak-mode movement needn't be bothered with in full-visibility scenarios, because the opponent always "sees you coming" and the Spies Turn Coat, 007 Virus, and X-Ray Vision random event cards can be considered "no events" (see Chapter 14).

## Partial Visibility

"Partial visibility" is symbolized by the icon that shows an eye half-open. Some discovery is required to obtain hidden knowledge in this scenario; however, a lot of information is shared among all four players. All the players share their map discoveries, so the game board becomes a gradually revealed area of common knowledge. Each player also sees enemy units that are scanned by other players, excluding what native units are scanning (they don't share their information) and what each player knows about his/her own units. So, you'll see all of your own pieces, plus whatever pieces the other players know about through their own scanning for enemies. The rules tell you to think of this as the "show common" option, because all such information becomes common knowledge.

## No Visibility

The most devious way to play *Global Conquest* is by using the "no-visibility" option, symbolized by the closed-eye icon. Here, nothing is shown to you until you discover it for yourself. Each human player's pool of knowledge rests squarely on his/her own ability to discover the map and scan for enemy units. *Global Conquest* was designed to be played in this mode. When used, it does add the discovery element as a "game within the game."

## *CHQ*-Style Visibility

A special fourth visibility option was created for Version 2 of the game. It is called *CHQ*-style and displays the entire map from the beginning, but units must be scanned by players individually (as they are in "no-visibility" scenarios). Thus players will be able to see where they're going, but not who will be waiting to greet them when they arrive. This is the same visibility style used in the game *Command HQ*, from which it gets its name.

# DISCOVERING THE MAP

*To know the country thoroughly; to be able to conduct a reconnaissance with skill . . . these are the leading qualifications that should distinguish an officer selected for the head of the staff.*

—*Napoleon,* Maximum LXXIV

When your *Global Conquest* challenges include "pulling a Christopher Columbus" and discovering new worlds, remember that every unit has certain cartography skills. As your units fan out over the board, each will contribute to the assembly of a more complete map to campaign on. Therefore, it is important to know which units will contribute most toward drawing as complete a map as possible, and then to use them efficiently. Table 6.1 shows the discovery range for each unit type in the game. Naturally, the ones with the greatest range are the best cartographers.

**TABLE 6.1** DISCOVERY RANGE

| UNIT TYPE | RANGE* |
|---|---|
| Infantry | 3 |
| Armor | 3 |
| Dug-In Infantry | 3 |
| Transports | 2 |
| Submarines | 1 |
| Battleships | 4 |
| Carriers | 5 |
| Spies | 1 |
| Comcens | 8 |
| Airplanes | 8 |

*The distance, in squares, at which a unit will discover new land.

## Initial Map References

Before the game even begins, when you're playing with either partial or no visibility, certain elements of the game board will be revealed. Players enter every game knowing that there are only four metroplexes on the map, one in each corner, where the four players start. If the method of scoring is *not* by capturing the native capital (see Chapter 7), it too will be revealed somewhere around the center of the board.

In addition to these key burbs, players may discover others by selecting them to start the game with during setup. Up to six other cities may be selected in this manner (four when playing a scenario with a starting burb number of five, plus two more if you have the rank of General). When an at-start burb is selected "in the dark" (i.e., during a no-visibility or partial-visibility scenario), the computer finds the closest burb to the square selected that is not already owned by another player, places an infantry unit there, and draws an outline around it in the owner's color.

Clever players may try to place one of these initial burbs near their starting metroplex to see if they're starting near a land mass or must move across a vast ocean during the first several turns of the game. In addition, this information can help you select your initial production strategies (such as building land units when starting near a land mass and naval units otherwise). Initial burb selections will also tell you whether your metroplex is within transfer range of another friendly burb (making it easier to build up a large air force).

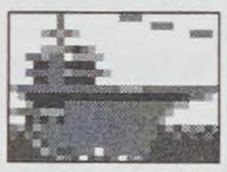
After all your starting burbs (if any) are selected, the free infantry units in each burb will automatically discover the area near it when the game begins—three squares out in a circular radius, as shown in Table 6.1. This means that two squares beyond the burb itself will be revealed. Armed with all this knowledge, you're now ready to issue orders into the darkness of the first turn.

# METHODS FOR EFFICIENT GLOBAL EXPLORATION

The basic premise here is simple: The world can be explored most rapidly by leading with your best scouts. Comcens are by far the best exploration units. They move quickly over both land and sea, have a huge discovery range, and can carry an airplane with them, which can extend their scouting abilities to distant areas. Your Comcen is an ideal unit for "prospecting" for oil and mineral resources, too. Don't send your Comcen to explore known or suspected hotbeds of enemy activity

(because losing your Comcen means losing the game), but where it *can* be risked in exploration it should be, particularly early in the game.

Airplanes make the second-best scouts. When an airplane is flown out over any non-enemy-occupied square, its icon will do a little jig and reveal every square of terrain within an eight-square radius. Airplanes can quickly reveal large tracts of land or ocean, but they're also quite fragile because they can die through attrition. Furthermore, when searching beyond their "short" range radius, they must remain idle every other turn. Airplanes are also limited by the availability of bases (burbs, carriers, or Comcens), which restricts their access to the areas that most need exploring.



Finally, the last good exploration unit is the carrier. Since you'll never start a game with one, it's a good idea to build one quickly when you're playing on a world that's going to take some serious exploring. (The larger the map size and the smaller the land mass, the more important this becomes.) Like a Comcen, a carrier can transport a single airplane unit, which will further enhance its exploration abilities. The drawbacks of carriers, of course, are that they must constantly be monitored to help them navigate around tricky coastlines and, without an airplane on board, they can never explore very far inland.

All the other units have their place in mapping out the world, but their role is secondary to that of the "big three" scouting unit types: Comcens, airplanes, and carriers.

## The Trouble with "Tiles"

As terrain is revealed (or *not* revealed, as with newly discovered ocean squares), it is important to think of an imaginary "tile" being flipped over for every discovered square. On the back of the tile is a square of generic, ocean-looking undiscovered terrain, which is how most of the map will appear at the beginning of the game. On the front of the tile is the real terrain for that square. If it is an actual ocean square, this may create some confusion because the map won't appear to change. Furthermore, newly discovered mountain or swamp squares might just be "decoys" for hidden resources. Getting a 100 percent clear picture of the known world was not designed to be too easy, particularly in no-visibility scenarios.

## Dots Right

Many players ask, "How am I supposed to tell the real ocean squares I've discovered from the generic squares that I haven't explored yet?" The answer is that you're supposed to *remember*.

The fact that players' memories are challenged in the course of exploring is a feature of *Global Conquest*. In this area, no one can be 100 percent efficient. Players with better spatial memories may benefit from this design decision, but the advantage *is* actually slight.

## Discovery by Orbital Recon

A new addition in Version 2 of *Global Conquest* is a special air mission called "orbital recon." It can only be flown by an airplane based on your Comcen and, when conducted, it will place dots on all the undiscovered, ocean-looking terrain squares so that you can tell them from *real* ocean squares. Of course, this may help you explore more efficiently, but the penalties for flying this air mission are enormous. They are as follows:

- The Comcen is revealed to all players.
- It suffers three strength points of attrition per pulse.
- If the Comcen is given any movement orders during an orbital recon, the plane conducting the recon is destroyed.
- The mission ends when attrition brings the Comcen down to 30 strength points.
- The airplane is unavailable for three turns from the start of the mission.

The mission is explained further in Chapter 10, but basically what this means is that you should only conduct an orbital recon mission either when you feel it would be advantageous to know exactly where the undiscovered terrain squares are, or when you feel that you can safely get away with it. The undiscovered-terrain dots it provides are nice, but actually they're not especially useful most of the time. Your Comcen and its airplane will probably have better things to do.

Don't worry too much about undiscovered terrain that looks like ocean. The challenge of knowing where the oceans really are is just that: a challenge. A canny *Global Conquest* player will learn to adapt quickly to these unforeseen cloud banks in this "fog-of-war" aspect of the game.

## Alliances for Geographic Gestalt

One quick way to discover vast areas of the world is by allying with other players. While you're the ally or teammate of another player, all of that player's map and unit information (except, in the case of allies, the locations of natives and resources) will be shared with you and will appear on your map. This is "borrowed knowledge," however. Once the alliance dissolves down to a cease-fire or reverts to war, this knowledge is lost.

Therefore, take mental notes when "borrowed knowledge" comes your way. The information on enemy troop positions will quickly become obsolete as they move around, but what you can remember of the geography will be good for the rest of the game. Pay special attention to the general locations of burbs and potential resource sites so that when you launch an attack into unknown terrain, at least you'll be pointed in the right direction. (The details of alliances, including how to make and break them, are presented in Chapter 12.)

## Discovering Resources

Finding resources can be a slippery matter (forgive the pun). As we mentioned earlier, until a land unit or Comcen moves *adjacent* to them, oil and mineral squares will appear to be swamp and mountain terrain tiles, respectively. The hard, cruel reality is this: Ships, spies, transports, and (unfortunately) airplanes will never discover a resource, even if it is right under their noses.

Consequently, vast swamps and mountain ranges must be carefully searched to make sure that no possible resource tiles have been left unturned. If finding these resources is an important part of the scenario, then you'd better develop some effective search patterns.

There are two secrets that will help speed your discovery of resources. First, oil can always be found in the center square of a plus (+) shaped swamp. When you see a plus-sign pattern, remember that oil enhances your economy. Second, minerals can often be found in the center square of an isolated three-square mountain range. When you see three horizontally connected mountain squares and that range is set apart from other mountain

ranges, remember this rhyme: "Three in a row means the middle one's dough!"

Okay, those are the easy resources to get. Now go practice finding the hard ones!

## Discovering Urban Control

After a while, even your present map of the known world can become stale. Knowing *where* the key economic objectives are located on the map is one thing. Knowing *who currently controls them* is another. Fortunately, players can instantly check who owns which burb or resource by hitting the Terrain button (F3). While you're in this mode, it's a good idea to zoom out to the strategic display. When you're viewing the zoom map, you can pick up a pretty good idea of where other player's geographic "front lines" are.

The fall of burbs to a conqueror other than yourself is an important event to note. You, however, will not be made aware of this unless it was *your* burb that fell! Therefore, every now and then, go into "terrain mode" to see who is conquering whom (and where), and use this knowledge to your advantage.

# SCANNING FOR ENEMY UNITS

*It is from the character of our adversary's position that we can draw conclusions as to his designs and will therefore act accordingly.*

—*Carl von Clausewitz,* On War

Separate from, yet similar in nature to, discovering the geography of the world is the act of scanning for enemy units. (To clarify the terminology here, the map is *discovered* and enemy units are *scanned*). Both discovery and scanning are conducted instantaneously and automatically, and each unit type has its own particular scanning range, as shown in Table 6.2, below:

**TABLE 6.2 SCANNING RANGE**

| UNIT TYPE | RANGE |
|---|---|
| Infantry | 5 |
| Armor | 5 |
| Dug-In Infantry | 5 |
| Transports | 3 |
| Submarines | 4* |
| Battleships | 5 |
| Carriers | 6 |
| Spies | 10 |
| Comcens | 6 |
| Airplanes | 12§ |

*Submarine range is reduced to 3 if the unit being scanned is stationary. Submarines scan other subs at a range of 2. Subs can only be spotted at a range of 1 if they are stationary or if the unit scanning them is moving, regardless of their normal scanning ranges.

§This includes scanning for enemy airplanes.

Scanning for enemy units usually results in the "trading" of knowledge with the unit being scanned. Since most units have a scanning range of about five squares, most of the time the knowledge gained by scanning will be shared between your unit and the enemy's. Once the enemy's ability to scan you is removed, it won't be long before your units again become hidden from him.

How long? While map discovery leaves a permanent record, Table 6.3 explains how fleeting visibility is when you scan units:

**TABLE 6.3** SCANNING VISIBILITY DURATION

| METHOD OF SCANNING | DURATION (IN PULSES) |
|---|---|
| Unit scanning | 6 * |
| Breaking an alliance or | |
| end of X-Ray Vision event | 2 |
| Spy steals information from | |
| Comcen or native burb | 0 |
| Passive airplane scan | +10 |
| Active airplane recce scan | +5 |

*After the unit is no longer in scanning range. Spies and submarines disappear after only 3 pulses once outside of scanning range, unless "tagged" for a longer duration by airplanes. Note that airplanes cannot discover spies, submarines, or sneaking units by themselves, but can increase their exposure after they are discovered by other friendly units.

The maximum number of pulses that a unit can accumulate for being exposed to scanning is 15 pulses after leaving scanning range. This occurs when multiple airplane scans are used because their effects are cumulative.

There are ways in which you can scan enemy units without giving away any information about yourself in return. While using spies and airplanes is the easiest (and most obvious) way to "see them without them seeing you," here are some other useful scanning techniques for you to employ.

## The "Going Native" Spy Shuffle

Spies located in a native burb receive an amazing scanning bonus range. They will reveal all native units within a 25-square radius. This hefty 150 percent bonus works only for spies in native burbs, not in those of the other players (where the spy is busy sabotaging the economy).

Therefore, here is an excellent technique for finding native burbs and native-garrisoned resources to conquer early in the game (and, of course, for quickly locating the native capital, which is recognizable by the deployment of the infantry units there in a plus (+) shaped pattern):

Charge your spy into the first native burb you find. When it reveals several other clumps of native units, order it to the next one, then on to the next, and so forth. Soon, most of the closest native burbs will be "marked" for your rapid conquest. (Although spies have a one-square discovery range, once they see a burb, its entire nine-square body stays revealed.)

The spy will also be gathering a bit of other geographic knowledge along the way. Unfortunately, it's likely to be limited to whether the more remote native burbs will require a land or sea assault to capture them or, possibly, the accidental discovery of a resource area when an approached native unit is found to be in a swamp or on a mountain square.

## The Spy-vs.-Comcen Crisis

The ultimate intelligence coup for a spy is to be touching an enemy Comcen at the end of an Execution Phase. The Pursue command was made for this operation and, when a spy finally attaches itself to an enemy Comcen, *all* of that enemy player's units become revealed, including the locations of all his/her spies and submarines (his/her Burb menus, too, can be accessed).

This will not go unnoticed by the victimized enemy player, however. At then end of each turn that finds a spy adjacent to an enemy Comcen, the player who owns the spy is given the message "We stole information from *Player A*," and the

player who owns the Comcen is given the message "*Player B* stole information from us." These messages are punctuated with urgent beeps from the computer and should not be ignored.

If you're the player with the successful spy, don't waste time gloating over your intelligence coup. Quickly call up the zoom map and start getting a mental fix on enemy troop positions, particularly the stealthy ones (spies, submarines, and sneaking units). If you see an enemy spy close by, bug out! It will almost certainly be coming after you on the next turn. If you see that the enemy doesn't have a spy, lock on to his/her Comcen by using the Pursue command, so that even if it tries to move away, your spy will automatically follow it. Note that these newly revealed enemy units will be visible only during the Planning Phase (see Table 6.3).

Naturally, the player with the Comcen, having been warned of the security breach, should consider countermeasures. The most expedient (and least effective) is to have the Comcen move away in blitz mode, thus trying to stay a jump ahead of the spy. This is only a temporary solution, because the spy may also be pursuing in blitz mode. If so, it will eventually catch up as the Comcen burns itself down to a strength of 20 and must, therefore, stop blitzing.

Instead, the best countermeasure to use against spies glued to your Comcen is to flush them out. This requires spotting the offending spy and, short of having an X-Ray Vision card turn up at precisely the right moment (see Chapter 14), you'll need a friendly spy for that. Rushing your spy and Comcen toward each other is the fastest way to achieve this, of course. This "collision-course" approach is seldom practical, however, because your Comcen must be carefully guarded and cannot risk much exposure through hasty movement (particularly since at least *one* enemy knows its exact location). Instead, it's generally preferable to recall a friendly spy back toward the Comcen.

If your Comcen is in this security-breach predicament and your last friendly spy is dead, you should consider building another. While spies are the most expensive unit type in the game to build, the worst time to be without one is when the enemy's spy attaches itself, leech-like, to your Comcen, sucking information from it like blood. Since spies can be built only at a friendly metroplex or in a native capital, if you own none of these, give it up. Try to cope with what is likely be a permanent (and possibly crippling) intelligence leak.

Two principles, therefore, apply in this "Spy-vs.-Comcen Crisis" relationship. First, keeping your own spy within nine squares of your Comcen will keep you from ever having to worry about an enemy spy getting too close to it. Second, if you manage to kill an enemy's spy and you feel confident that it was his/her only one, seize that opportunity as a safe time to venture forth with your own spy and try to attach it to the enemy's Comcen through pursuit.

## The Airplane Advertising Answer

In the heat of battle, many players seem to overlook the *other* function of the Airplane button (whose hotkey is F4). This is that while you're in Airplane mode, *all* known aircraft in the game, both friendly *and enemy*, are revealed, including their current availability status. If you want to avoid walking into a hornet's nest of enemy aircraft, use Airplane mode to look for it first! They're constantly advertising their position, if you'll just take a moment to go into Airplane mode and look.

When using this technique, keep an eye out for any enemy aircraft not based on a burb. These reveal important targets for three reasons: First, the enemy aircraft might be in a city that you have not yet discovered—if so, capturing it

will eliminate the airplanes based there. Second, it might be on a carrier, which means that killing the carrier will kill the airplane as well. Third, it might be based on the enemy's Comcen, and killing that means eliminating the enemy from the game. In any case, try to fly a reconnaissance mission near one of these "disembodied" airplanes, find out which of the three reasons it has for being in the middle of nowhere, and plan your strategy accordingly.

## All About The "Sneak Technique"

As explained in the previous chapter, units can move in sneak mode, making them harder for the enemy units to scan. However, sneaking works both ways in terms of reduced scanning ranges. Except for spies and Comcens, sneaking units have their own scanning and discovery ranges reduced to 1, so don't send sneaking units off as explorers. While sneaking, a unit moves at half-speed and cannot fire until after it has been fired upon by an enemy (at which time it is *revealed* and ceases to be sneaking). Its sole advantage is that it can only be scanned up close (at 1/4 the normal range, by the way, not the 1/3 range indicated in the manual). The stealth awarded a sneaking unit is defined in Table 6.4.

Putting a spy in sneak mode has no effect on its ability to discover or scan. Since sneaking *will* reduce its movement, however, it's usually pointless to have a spy sneak (except to hide from other spies). Spies are already stealthy, because they can only be seen by other spies. Don't slow them down by sneaking them, too.

Note that a stationary submarine in sneak mode is virtually undetectable. Unless an enemy unit attempts to enter the exact square the submarine is in (i.e., is at a scanning range of zero), it will remain completely undetected.

Airplanes flying a reconnaissance mission will never reveal sneaking units, period.

**TABLE 6.4** SCANNING RANGE TO SEE A SNEAKING ENEMY UNIT

| UNIT TYPE | RANGE |
|---|---|
| Infantry | 1 |
| Armor | 1 |
| Dug-In Infantry | 1 |
| Transports | 1 |
| Submarines | 1 |
| Battleships | 1 |
| Carriers | 1 |
| Spies | 2 |
| Comcen | 2 |
| Airplanes | 0* |

* That's correct, airplanes never see sneaking units!

## The Anti-Sneak Airplane Alarm

Airplanes can never be stealthy or sneak so, because of the "Airplane Advertising Answer" technique previously discussed, don't bother to put a carrier or Comcen in sneak mode while it's carrying airplanes. If an enemy goes into Airplane mode and suddenly sees you, it will be like ringing the dinner bell. The sneaking units carrying airplanes piggyback will have nothing but disadvantages going into a battle, so sneak only carriers and Comcens that are *not* transporting airplanes.

# THE IMPORTANCE OF GOOD INTELLIGENCE

You can't fight an army that you can't see. Enemies *must* be discovered before they can be

properly dealt with. The words of Carl von Clausewitz bear repeating: "It is from the character of our adversary's position that we can draw conclusions as to his designs and will therefore act accordingly." Learn, think, plan, and *then* act. Remember, it's while you're scanning for enemy units that you'll learn the most during a game of *Global Conquest*.

## SEEING IT ALL

By now, it should be clear that there's a distinct difference between discovering land and scanning for enemy units. Since both occur automatically and simultaneously, they will mesh together in your mind. Units that always take the lead in exploration, for example, will blur into generic "scouts" as they search the unknown. Table 6.5 presents an overview for picking out the best all-purpose scouting units, and gives you one last tip on employing airplanes in the pursuit of knowledge.

This table also explains the "Floating Fiend Phenomenon" of land units that are suddenly discovered at sea, *not* when they're playing their nautical role of transports. This is not a bug in the program, because there really *is* land underneath these units. What has happened is that while the enemy unit has been scanned from a great distance, the discovery range of the unit that has scanned it is shorter than that unit's scanning

**TABLE 6.5 COMBINED INTELLIGENCE-GATHERING RANGES**

| UNIT TYPE | DISCOVER LAND | SCAN UNITS | SCAN SNEAKS | TOTAL |
|---|---|---|---|---|
| Infantry[a] | 3 | 5 | 1 | 9 |
| Armor | 3 | 5 | 1 | 9 |
| Transports | 2 | 3 | 1 | 6 |
| Submarines | 1 | 4 [b] | 1 | 6 |
| Battleships | 4 | 5 | 1 | 10 |
| Carriers | 5 | 6 | 1 | 12 |
| Spies | 1 | 10 | 2 | 13 |
| Comcens | 8 | 6 | 2 | 16 |
| Airplanes | 8 | 12 [c] | 0 [d] | 20 |

[a]Including dug-in infantry.

[b]Submarine range is reduced to 3 if the unit being scanned is stationary. Submarines scan other subs at a range of 2. Subs can only be spotted at a range of 1 if they are stationary or if the unit scanning them is moving, regardless of their normal scanning ranges.

[c]This includes scanning for enemy airplanes.

[d]That's correct, airplanes never see sneaking units!

range (the difference can be found by comparing the first two columns). Thus, the enemy *unit* is spotted, but *not* the land beneath it. This will occur frequently when you're using spies.

To help give you a feel for a unit's overall value as a scout, the last column of Table 6.5 totals the discovery and scanning ranges for each unit type. This total makes the scouting value of carriers, spies, airplanes, and your Comcen apparent in quantifiable terms.

## The Ever-Ready Airplane Enterprise

The only safe way to explore with airplanes is not to fly them on any missions (including scouting missions). When given no mission orders, an "available" airplane automatically begins performing its discovery and scanning functions at the beginning of each Execution Phase. This mission is centered on the current square it occupies.

While this may not seem like such a great gimmick for airplanes based in burbs (where the surrounding countryside is usually discovered fairly quickly), it can be particularly useful for carrier-based airplanes to sit idle and widen the carrier's "eyes," especially when exploring along newly discovered coastlines. Even when idle on a Comcen, while an airplane will not improve the Comcen's discovery range, it *will* double its ability to scan for enemy units (see Table 6.5).

# LOST AND FOUND

*Cum tractu traducto.* (It comes with the territory.)

Now you know the lay of the land and have learned how to reconnoiter it, and the enemy, in a variety of effective ways. As we've mentioned, just as in life, knowing *where* you're going is half the distance between failure and success and knowing *how to get there* is the other half. With the techniques for discovery and scanning, you learned in this chapter, plus the insights into movement and the various terrain effects in *Global Conquest* you learned in the last two chapters, you should now be able to "scan" the next section and "discover" the sound, strategic plans you'll need for forging many victories in future games of *Global Conquest*.

# Part II:

## Mixing the Mortar

# Principles of War for *Global Conquest*

*All wars should be governed by certain principles, for every war should have a definite object and be conducted according to the rules of art.*
—*Napoleon Bonaparte,* Maxim V

War is a complex business. Wargames, while simpler, still tend toward complexity. To help simplify the subject, thinkers and teachers in the art of war have divided it into smaller, clearer, and more manageable concepts.

There are nine generally regarded principles of war. The simple logic behind them is profound. As a builder uses mortar to seal the spaces between the stones of a building, so these principles will hold the building blocks you have just received into the larger structures that are yet to come. Extensive use of quotations by great military thinkers has been made in the hope of ensuring the strength of this "mental mortar."

## THE DIFFERENCE BETWEEN STRATEGY AND TACTICS

*According to our classification . . . tactics is the theory of the use of military forces in combat. Strategy is the theory of the use of combats for the object of the War.*
—*Carl von Clausewitz,* On War

First we need to be clear about the scale of a military operation. Wars do not look or act the same on a large scale as they do on a small scale. For instance, when armies move on a large scale, men still march on a small scale. For this reason, the discussions in this chapter are split between those concepts relating to the large scale (dubbed *strategy*) and those on the small scale (*tactics*).

For example: In war, establishing a supply line is a strategic exercise; getting a bandage from that supply line to put on a blister is a tactical matter. No strategy or war game can match the true scale of war, but games such as *Global Conquest* manage enough distinctions in scale to warrant separate strategic and tactical discussions.

## Large- and Small-Scale "AIMS"

As a new student in A.I.M.S. (Alan's Instant Military School), think of strategy as *planning* and tactics as the proper *methods* for achieving your plans. Strategy looks at the "big picture" and concerns itself with matters that will endure throughout the game. The scoring method and the various ways to win, for instance, are constant throughout the game and are therefore strategic elements.

Tactics, on the other hand, concern those things that change throughout the game. For example, when to send a unit back for repairs is a tactical decision. Tactics are the *means* for executing a strategy. In more Zen terms, think of the difference this way: Deciding that a group of units needs to move from here to there is strategy; deciding their individual routes of march is tactics. Determining what burb needs to be attacked is strategy; how it is approached and assaulted is tactics. Setting up an opponent for a fall is strategy; sticking the knife in his back is tactics. (You'll get the idea. . . .)

Much of what you'll learn in later chapters will be sound, *tactical* "how-to" tips for mastering the individual units and keystrokes of *Global Conquest*. This chapter is about how to combine these effective tactical "building blocks" into *strategic*, winning ways.

*Use steamroller strategy; that is, make up your mind on the course and direction of action and stick to it. But in tactics, do not steamroller. Attack weakness. Hold them by the nose and kick them in the pants.*

—*George S. Patton, Jr.*, War as I Knew It, 1947

Large and small, planning and execution, strategy and tactics; keeping the difference between strategy and tactics in mind, it is now time to reveal the principles of war.

## THE NINE PRINCIPLES OF WAR

*Vis consili expers mole ruit sua.* (Force without good sense falls by its own weight.)

—*Horace,* Odes

We will be digging into the tactical "how-tos" in Part III. They may be exciting, but before we can make you a marksman, it is important that you first know where to aim your bow. So relax, open your mind, and let the wisdom of the ancients pour, Zen-like, into your subconscious. Heed, therefore, these nine timeless strategic principles of war:

*The new inventions of the last 20 years seem to threaten a great revolution in army organization, armament and tactics. Strategy alone will remain unaltered, with its principles the same as under the Scipios and Caesars, Frederick and Napoleon, since they are independent of the nature of arms and the organization of the troops.*

—*Antoine Henri de Jomini,*
Precis of the Art of War, 1837

### Objective

Every military operation must be directed toward a decisive, obtainable goal.

*Superficial goals lead to superficial results.*

—*Attila the Hun*

Because *Global Conquest* is a game, winning it is the primary objective (and is discussed in detail in the next chapter). However, while this goal is clear, the means for achieving it are determined by your own wit and resourcefulness. We can only give you tools. You must pave your own highway to victory.

*A good strategy helps you select the few important objectives that you need to focus on from the many unimportant ones that can distract you.*

—*Roger-Tzu*

For instance, if you decide that economic power will be a focus of your strategic plan, then sending units to seize resources and large burbs must be a part of it. On the other hand, if you decide that sea power will be your key to victory, conquering burbs with strategically located docks would make more sense than taking larger, but landlocked, burbs. Besides the goal of winning your overall objective, you will do well to set many other objectives along the way. Each of these is to be surmounted, as if you were climbing rungs in a ladder, to help you reach the highest goal.

Here are some examples of other important strategic goals in *Global Conquest*:

- Grabbing oil resources so that your burbs can produce tanks and planes, while denying oil to the other players so that they can't produce them (in scenarios that feature this option). Likewise for minerals and their effect on naval unit construction.
- Seizing burbs that make strategically important airbases.
- Cultivating an ally so you can attack a third player with your combined advantage. This should hasten your success and minimize your losses.
- Hindering the game's leader and harassing him or her whenever possible.

*What is of supreme importance is to attack the enemy's strategy. Next best is to disrupt his alliances. The next best is to attack his army. The worst policy is to attack cities. Attack cities only when there is no alternative.*

—*Sun Tzu,* The Art of War

## Offensive

Only offensive action achieves decisive results.

*De l'audace et toujours de l'audace. (Audacity, always audacity.)*

—*Napoleon*

Troops can be doing one of two things: Either they can be waiting for something to happen or they can be making something happen. Generally speaking, if they're making something happen, they're on the offensive. If they're waiting for something to happen, they're usually on the defensive. Right now, let's take the offensive.

Units on the offensive "call the tune" for an engagement. They will have the most control over when and where it will be fought and can control contact with the enemy. Offensive activity seeks to find a defender's weaknesses and exploit them. Perhaps the most important offensive advantage is that of refocusing the defender's attention toward reacting to the attacker (thus reducing his ability to be proactive and develop his own offensive plans). Finally, taking the offensive is a vital ingredient in the recipe for achieving surprise.

Offensives are not limited to huge forces, either. Even when a smaller army faces a larger one, taking the offense remains an important principle. Local counterattacks can often blunt an enemy offensive. Besieged armies will make sorties to unbalance their besiegers. Such sorties force those besiegers to worry about their own

security, thus diverting their attention from their goal of grinding down the besieged defenders. This buys precious time for the defenders; time for regrouping, rebuilding, and raising a relief force.

As important a principle as offense is, it does have its drawbacks. An offensive creates activity, and activity takes energy—a *lot* of energy, in this case. Offensives are tiring and expensive by their very nature. They can also deteriorate, becoming confusing and distracting. If, for example, units are running around helter-skelter—not moving toward a clearly defined objective— they will be defeated in detail by a defender who has a cool head and sound military principles in mind.

To that end, let us consider for a moment the other side of offensives, defensive warfare. Defending presents two primary goals, both of which are the antithesis of offense. The first is to make an enemy's offensive hazardous and costly. When the defender throws back an enemy offensive, inflicting heavy casualties in the process, he/she has succeeded. Likewise, when the defender forces an attacking army to cease activity because bypassing the defenders would be too risky, he/she has also succeeded.

The second goal of defense is to provide a secure platform from which to conduct an offensive. The Duke of Wellington held Lisbon, Portugal, for years while Napoleon's Spanish and French forces sought to drive him into the sea. When they wearied, Wellington turned on them and drove them out of Spain.

One of the best documented examples of what a defensive army can accomplish is Lee's use of the Army of Northern Virginia during the Civil War. Under his leadership the outnumbered and undersupplied Army of Northern Virginia outmaneuvered and outfought the Army of the Potomac for 4 years. There is an inherent strength in defense, because it takes less energy than offense and therefore while attackers tire themselves, defenders can prepare a counter-attack to destroy their weakened attackers.

*He who knows when he can fight and when he cannot will be victorious.*

—*Sun Tzu,* The Art of War

## Simplicity

Simplicity must be the keynote of military operations.

*K.I.S.S. (Keep It Simple, Stupid!)*

—*Barracks Maxim*

Simplicity is vital in any situation when decisions have to be made, where time is short, and when information is scanty. Any *Global Conquest* game played with limited visibility or a short fuse is a real K.I.S.S. candidate. A player must not only think clearly to achieve fast and generally correct decisions, but also must issue orders to the troops in as simple a manner as possible.

When you don't have the luxury of time to plot elaborate maneuvers, keep it simple and rely on the "Repeat" command whenever possible.

*Everything is very simple in war, but the simplest thing is difficult.*

—*Carl Von Clausewitz,* On War

## Unity of Command

The decisive application of full combat power requires unity of command.

*Nothing is so important in war as an undivided command.*

—*Napoleon,* Maximum LXIV

Unity of command becomes an issue in *Global Conquest* only when two human players are trying to work together. Such cooperation in this game can be as loose as a simple chat statement such as, "Let's you and me get him," or it can be as tight as having commanders share control of a unified force (by using the teammates option).

Teamwork can be a powerful tool, especially when time is short and having another hand on a mouse doubles the number of moves that can be issued within the time constraints of the game. If you are going to attempt close teamwork, make sure that part of what you practice is your team decision-making. Unity of command means making decisions instantly, and for that, one head is better than two.

That is because teamwork is a two-edged sword—a skill that takes practice to develop. If you haven't developed your teamwork skills, count on General Murphy (of "Murphy's Law" fame) becoming the *de facto* commander-in-chief of your hydra-headed enterprise. If you haven't had time to practice teamwork, remember: It's better to have one bad general than two good ones sharing a command.

*If you wish to destroy a people, pray that they have many leaders.*

*—Old Lebanese Saying*

## Mass

Maximum available combat power must be applied at the point of decision.

*When you have resolved to fight a battle, collect your whole force. Dispense with nothing. A single battalion sometimes decides the day.*

*—Napoleon,* Maxim XXIX

This principle cannot possibly be emphasized enough. The Arabs say that "numbers overcome the brave." In fact, every military master has stated this principle it in his own way. Here are some examples:

*Always to be aimed at before all and as far as possible: the greatest possible number of troops should be brought into action at the decisive point. Where absolute superiority is not attainable, you must produce a relative one at the decisive point by making skillful use of what you have.*

*—Carl von Clausewitz*

*The art of war with a numerically inferior army consists in always having larger forces than the enemy at the point that is to be attacked or defended.*

*—Napoleon*

*It is only repeating an ancient maxim of war to say, 'that he who divides his force, will be beaten in detail.' If you are about to give battle, strain every nerve to get together as many troops as you possibly can, for they never can be employed to better purpose.*

*—Frederick the Great,* Military Instruction from the King of Prussia to his Generals, 1745

This principal of mass pervades *Global Conquest* from the unit level on up. Everything being equal, two units ganging up on one unit will kill it almost every time.

*If you want to know who's going to win when two fleets collide, count the units.*

*—Roger-Tzu*

## Economy of Force

Minimum essential means must be employed at points other than that of decision.

*A unit that is doing nothing has the same value as a dead unit.*

*—Roger-Tzu*

You build units to accomplish your strategic goals. If you don't use them once you've built them, you're wasting precious resources.

Some things your units can accomplish are more important than others. *Economy of force* means having your units always working on the most important thing that they can be working on. For instance, if you need to take Little Rock to win, then diverting units late in the game to take a Metroplex won't be the best use of those units. It would make more sense to send them to Little Rock. Always use your units for the highest-priority task they can be assigned to. The *efficient* use of strength will make your entire military stronger.

## Maneuver

Maneuver must be used to alter the relative combat power of military forces.

*A field of battle, therefore, which [the enemy] has previously studied and reconnoitered, should be avoided and double care should be taken where he has had time to fortify or entrench. One consequence deducible from this principle is never to attack a position in front which you can gain by turning.*

*—Napoleon,* Maxim XVI

The goal for moving your units is to gain a local advantage over your opponent. The first place to practice your combat maneuvers is against native-held cities. You will have mastered maneuver against these stationary defenders when you can take any native city without losing a single unit of your own in the process. In the meantime, practice maneuvers against moving units, too.

There are seven classic maneuvers of conventional warfare. Their tactical applications will be applied in Chapter 10, but consideration of their possible strategic application is important at the present time. They are:

1. Penetration of the center.
2. Envelopment of a single flank.
3. Envelopment of both flanks.
4. Attack in oblique order.
5. The feigned withdrawal.
6. Attack from a defensive position.
7. The indirect approach.

Penetration of the center is the simplest, fastest, and most spectacular of the classical maneuvers. If successful, it puts you in control of the center and most likely your enemy will have turned tail by the time you succeed. Wise generals, however, will rarely charge head-on into a battle. As Wellington said after his victory at Waterloo, "The French came up in the same old way [by trying to penetrate the center of the British line] and we beat them back in the same old way." Center penetrations against experienced opponents are risky and bloody.

The goal of flank envelopment is to concentrate a majority of your force against a minority of the enemy's and destroy it. Envelopment is so simple and effective that it is perhaps the most common maneuver attempted.

Oblique order attacks are for those who have a good sense of timing. The goal of this maneuver is to fight and win an engagement at one part of the front well before battle is joined at another, weaker part of the front. The goal for the attacker is to distract an enemy's reserves away from the decisive point (the weaker part), by committing them early (to the stronger part of the defender's line).

A feigned withdrawal tries to achieve enemy disorganization by getting them to move

out of their prepared positions to pursue the withdrawing force. Since a moving enemy can't remain as organized as a static one, by ceasing the feigned withdrawal and counterattacking, you might gain victory. If you can't break the enemy outright, then trick him into pursuit. This maneuver works best when the defenders are green and the attackers are disciplined.

Attacking from a prepared defense is the best of all possible worlds and is the goal of any proactive defense. When you can sally forth from relative safety at a critical moment and break or disorganize an enemy offensive—well, that is a sweet feeling. There's nothing like having an enemy bash his head against your prepared defense so that he's too weak to resist your counterpunch.

There are many different theories of what makes up successful maneuvers. For instance, B. H. Liddell Hart, in his *magnum opus*, *Strategy*, stressed that "a successful army operates along the lines of least expectation." This theory of using the "indirect approach" means to be obscure and subtle in maneuvers, rather than bluntly doing what the enemy expects. The path of least expectation is usually the path of least resistance.

## Surprise

Surprise may decisively shift the balance of combat power in favor of the commander who achieves it.

*In theory, surprise promises a great deal. In practice, it generally strikes [fizzles out] fast by the friction of the whole machine.*

*—Carl von Clausewitz*

Surprise means accomplishing the unexpected. The essence of surprise to exploit a weakness that the enemy didn't even know existed. A secondary goal of surprise is giving the enemy yet another (hopefully major) distraction to contend with.

Surprise, however, is not only difficult to achieve, it is also difficult to maintain. It is hard to come up with either a plan so original or a maneuver so bold that the enemy is caught completely unprepared, and it is harder still to do that more than once. However, surprise remains a decisive element to be striven for in your plans. Nothing builds your legendary status as fast as repeated, successful surprise maneuvers.

*Surprise maneuvers*—now, there are two words (and two principles of war) that belong together. Surprise is closely linked to the principle of maneuver. After all, how much surprise can stationary forces be expected to achieve? Like maneuver, surprise takes on both strategic and tactical proportions.

*Sometimes the plan of a campaign runs the risk of failing at the outset, if opposed by an adversary who acts at first on the defensive and then suddenly seizing the initiative, surprises [the enemy] by the skillfulness of his maneuvers.*

*—Napoleon*

Strategically, the best way to achieve surprise is to learn where the enemy strength is and then "hit 'em where they ain't." With little or nothing to stop your blows, a victorious campaign should be swift and assured. When the enemy finds out about it, you're presenting him with a good opportunity to panic and compound his problems further.

Surprise usually requires wide maneuvers, which means it will take some time to develop a situation that might catch the enemy off guard. One distraction useful for obtaining surprise is a close-to-the-enemy "curtain of maneuver"—something the enemy can watch and be

concerned about while the surprise element is silently positioned. A magician often focuses an audience's attention on something in one hand while the other prepares the trick. So, too, should generals seeking to surprise their enemies, use a bit of sleight-of-hand with their forces.

On the tactical level, surprise can often be achieved by placing units in either sneak or blitz mode and striking either by stealth or thunderclap surprise. Paradrops can also deliver sudden, decisive blows. All of these operations are detailed in Chapter 10.

*It is an approved maxim in war, never to do what the enemy wishes you to do, for this reason alone: that he desires it.*

—*Napoleon,* Maxim XVI

### Security

Security is essential to the application of the other principles of war and to prevent being surprised.

*In forming the plan of a campaign, it is requisite to foresee everything the enemy may do and to be prepared with the necessary means to counteract it. Plans of campaign may be modified ad infinitum according to circumstances, the genius of the general, the character of the troops and the features of the country.*

—*Napoleon,* Maxim II

Security is the antithesis of the principle of economy of force. It requires leaving behind detachments so that important economic objectives and military formations are not taken by surprise. Such security measures in *Global Conquest* might require the stationing of "picket" units between distant burbs and the setting of patrols and "coast-watcher" forces along any vast, unguarded beaches. Diplomacy, too, might create at least a temporary measure of security.

However, the more you know about what your opponent is up to, the better your chances of seizing the initiative. When you're on the offensive, you should need fewer forces for security. This is yet another benefit of successful offensives. If, through your offensive maneuvers, you control where the enemy places his forces, then you don't have to worry about your rear areas—the reason being that your opponent will need to concentrate on what your forces are doing and will have less planning time and resources to devote to disturbing your rear areas. In a four-player game such as *Global Conquest*, however, enemies can come at you from many directions.

*When making plans, it is well to take into account those of the enemy.*

—*Sir Winston S. Churchill*

## BEYOND THE PRINCIPLES OF WAR

*The first quality in a general-in-chief is a great knowledge of the art of war. This is not intuitive, but the result of experience. A man is not born a commander. He must become one.*

—*Montecuccoli*

Learning these principles of war is only your first step in A.I.M.S. The second step is making them habitual. A habit is something you take care of instantly and without conscious thought, and your goal is to make these principles into habits. On that foundation, you can solve"higher-order" problems such as; "How do I negotiate with Player B to get him to attack Player A's navy?"

The more you use these principles of war,

the more habitual they'll become. Your successes, and your failures, will teach you the lessons required to earn a degree from the "Strategist's School of Hard Knocks"—without requiring the 15,000 *real* casualties Marshal Ferdinand Foch estimated it took to train one major-general during WWI. Take these principles to heart, go forward, and conquer!

## Luck

*We see from the foregoing how much the objective nature of war makes it a calculation of probabilities; now there is only one single element still wanting to make it a game, and that element it certainly is not without: it is chance. From the outset, there is a play of possibilities, probabilities, good and bad luck which spreads about with all the coarse and fine threads of its web and makes war, of all branches of human activity, the most like a gambling game.*

—*Carl von Clausewitz,* On War

While the principles of war will tell you what to do with the elements that you *can* control, it is important to consider the roles of the many elements that you *can't*. In war, the actions of the enemy can only be estimated; appropriate precautions and countermeasures can be taken only approximately. In *Global Conquest*, specifically, luck plays a role in the sequencing of unit movement and combat in each pulse, in airplane attrition, in computer player alliances and, especially, in the play of random event cards. It will be the true test of your mettle to be able to adapt quickly and overcome bad luck. Every gambler knows that luck eventually evens out and, in war, that means that the enemy will suffer equally from bad luck. Therefore, show forbearance when the fates turn hostile. Ill fortune will also find your enemy and it is then that it will profit you greatly to strike.

*What is luck? The ability to exploit accidents.*

—*Napoleon*

## A Sage in Time . . .

It is right that this "instant course" in good generalship be summarized by the great thinkers. Quickly, then, to review:

**1.** Why should I learn the principles of war?

*Untutored courage is useless in the face of educated bullets.*

—*George S. Patton, Jr.,* Cavalry Journal, April, 1922

**2.** Can't I win without knowing these principles?

*Sometimes we see a hazardous campaign succeed, the plan of which is directly at variance with the principles of the art of war. But [its] success depends generally on the caprice of fortune or upon faults committed by the enemy—two things upon which a general must never count.*

—*Napoleon*

**3.** Why should I listen to all these quotations?

*Wise warriors are mightier than strong ones, and those who have knowledge than those who have strength; for by wise guidance you can wage your war, and in abundance of counselors there is victory.*

—*Proverbs 24.v–vi*

**4.** The "art of war" seems so difficult, though.

*The art of war is simple enough. Find out where your enemy is. Get at him as soon as you can. Strike at him as hard as you can, and keep moving on.*

—*Ulysses S. Grant*

**5.** Are there other simple examples of the "art of war?"

*The enemy advances, we retreat. The enemy encamps, we harass. The enemy tires, we attack. The enemy retreats, we pursue.*

*—Mao Tse-Tung*

**6.** Don't these principles actually *restrict* my creativity, rather than assist it?

*Of all the theories on the art of war, the only reasonable one is that which, founded upon the study of military history, admits a certain number of regulating principles but leaves to natural genius the greatest part of the general conduct of a war without trammelling it with exclusive rules.*

*—Antoine Henri de Jomini,*
Précis of the Art of War, 1837

**7.** But the other players keep frustrating my plans!

*You will usually find that the enemy has three courses open to him, and of these he will adopt the fourth. No plan survives contact with the enemy.*

*—Hulmuth von Moltke (the Elder)*

**8.** So I shouldn't even *bother* to make plans?

*One does not plan and then try to make the circumstances fit those plans. One tries to make plans fit the circumstances. I think the difference between success and failure in high command depends on the ability, or the lack of it, to do just that.*

*—General George S. Patton, Jr.*

*It's easier to change a plan than to make one.*

*—Roger-Tzu*

**9.** All right, I surrender. Where can I learn more?

*Peruse again and again the campaigns of Alexander, Hannibal, Caesar, Gustavus Adolphus, Turenne, Eugen and Frederick. Model yourself upon them. This is the only means of becoming a great captain and of acquiring the secret of the art of war. Your own genius will be enlightened and improved by this study and you will learn to reject all maxims foreign to the principles of these great commanders.*

*—Napoleon,* Maxims

**10.** You mean read *history books*?

*Historical examples provide the best kind of proof in the empirical sciences. This is particularly true of the art of war.*

*—Carl von Clausewitz.*

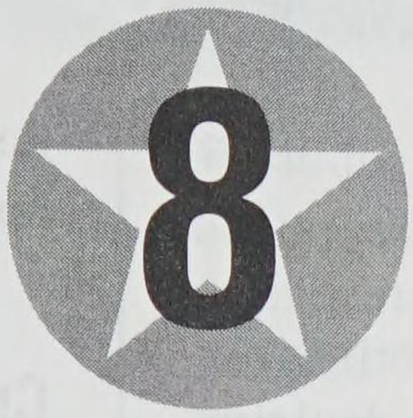
**11.** So I really should study this stuff?

*With 2,000 years of examples behind us, we have no excuse when fighting for not fighting well.*

*—T. E. Lawrence* ("Lawrence of Arabia").

## GRADUATION FROM "STRATEGY SCHOOL"

Congratulations on completing Alan's Instant Military School, or A.I.M.S. By now, your mind is probably swimming with great thoughts and sound military principles. The next chapter, which concerns itself with the particulars for winning a game of *Global Conquest*, should help bring some of this into focus; the following chapter, on films, will actually "draw pictures" for you. Onward to the war room!



# Five Ways to Win (and How to Get There)

*Aut vincere aut mori.*
—*Roman motto:* (Either to conquer or to die.)

Now that you have a grasp of the principles of war, remember that *Global Conquest* is, after all, only a game. In games, there are rules, objects, and, above all, sporting play. While every game presents an opportunity to be with friends, the goal will always be to *win*.

In *Global Conquest*, there are five paths to victory. The first two are the *perennial* victory conditions and apply to every scenario no matter what scoring variation is in play. The other three ways to win are scenario-specific *scoring options*, and are symbolized by their unique icons. Besides the perennial victory conditions, one of the scoring options will also be a scenario goal. This scoring option will decide how points are awarded during play and determine the winner if neither of the perennial victory conditions is achieved by game's end. In effect, the scoring option selected determines the nature of the conflict in every game of *Global Conquest*.

*Note*: When playing scenarios with an unlimited number of turns, only the perennial methods will decide the winner. In these "no-time-limit" scenarios, the scoring options will serve only to keep players informed of each other's relative score and, thus, let them know "who's winning" by that criterion during play. Unlimited-length scenarios are always fights to the death (or resignations of all players but one).

## THE TWO PERENNIAL WAYS TO WIN

These two goals must stay in the forefront of your planning. These are bold and decisive objectives, so they will be difficult to achieve under normal circumstances. Players are most on guard to prevent losing to a perennial cause, although a momentary lapse or reckless maneuver by an enemy may create an opportunity for you to seize a sudden victory by these means. Be vigilant!

Always make your enemies waste precious forces to secure themselves from losing to a perennial victory condition. Keep threatening to attempt one, even if you don't plan to follow through. Never let your enemies rest knowing that you're only interested in getting the highest score, rather than destroying them in an outright win by these bold means. The more an enemy is menaced, the more his thoughts will be turned to matters of security rather than conquest. A threatened enemy is a distracted enemy; a distracted enemy is a vulnerable enemy and a vulnerable enemy is ripe for conquest.

### The Four-Cornered Capture

The most decisive and glorious way to achieve instant victory is to control each of the four metroplexes, located on the four corners of the board, *plus* the native capital. These five cities are all that matter when trying to win the game in this manner.

Once in possession of four of these five largest burbs, forget any pretense of subtlety and assume that your enemies are privy to your plan. Garrison the four key objectives you already own and throw the kitchen sink at the fifth and final one. Damn the expense and losses! The most glorious victory in *Global Conquest* is within your grasp—the victory that proves that no one could stop you from snatching their very homes away from them.

### Crushing Comcens

*"Mortui non mordent."* (Dead men don't bite.)

The second most sure and satisfying way to win is also perennial. Here, you must knock out the last enemy Comcen. It doesn't matter who knocked out the first Comcens, only who kills the *third*—and final—one! That player will instantly be acclaimed the winner of the game by right of sole survivorship.

Knocking out one of the first two Comcens has its advantages, however, particularly for the player who delivers the coup de grâce. When a Comcen is eliminated, the assets of the defeated player are reassigned to the surviving players, based on the proximity of their Comcens. Specifically, when the first or second Comcen in a game is eliminated, the remaining pieces of that color either join another player, "go native," or disband entirely according to the following schedule of priorities:

THE DEAD COMCEN'S "ESTATE" DIVISION FORMULA

1. The player who destroyed the Comcen receives all of the defeated player's units (of all types) that are within 40 squares of his own Comcen. The victorious player also receives all of the vanquished player's spies, whatever their location.
2. All of the defeated player's remaining ships are eliminated. Half the land units not assigned in Step 1 are eliminated, while the surviving half are converted into infantry units (in case they were armor). These surviving infantry units then become *lost boys*.

3. These lost boys then join forces with the closest surviving Comcen within 40 squares.
4. If there is not another surviving Comcen with 40 squares of a lost boy, it will go native. Going native means that it will join the forces of the nearest native burb within 22 squares, draw its support from there and proceed to move toward it. If there is no native burb within 22 squares of a lost boy trying to go native, it disbands immediately.

*Furthermore, the player who delivered the killing stroke to an enemy Comcen receives the following bonuses from the deceased player's assets:*

1. Half his treasury (rounded down).
2. All of his burbs and resources within 20 squares of the conqueror's Comcen (including any bucks or partially completed production there).
3. All of his airplanes based on these newly acquired burbs and carriers.

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The conqueror's color replaces the vanquished player's in the Icon Corner of the main game display, symbolizing the utter defeat and humiliation of the eliminated player. The conqueror does not get half the vanquished player's score, however, despite the mention in the documentation to the contrary. The only increases in the conqueror's score will be directly from the burbs, bucks, and units acquired from the above formula.

When the vanquished player has a teammate relationship with someone, there is a *major* exception to all of the above. Teammates (which have explained in Chapter 9) are "knockout insurance" against the demise of one of them (this was added to Version 2 of the game). If a player has a *single* teammate (this won't work if someone is in a three- or four-way teammate situation) and is eliminated, *all* of the surviving units and remaining burbs will go to that teammate. The conqueror, while mightily gypped by this process, still gets half the vanquished player's treasury.

In scenarios that do not include Comcens, to eradicate a player from the game requires eliminating *all* of his units and capturing all of his burbs. This is the equivalent of capturing his Comcen (i.e., that player is removed from the game permanently). Unfortunately, the only spoils to divide will be the half of that player's treasury that goes to the conqueror.

## Reentry Into the Game

After the $^{1}/_{16}$th of a second it takes for the computer to calculate all these dramatic changes following the elimination of a Comcen, the defeated player must then consider rejoining the game. If there are any positions still being played by computer players, the former owner of the kaput Comcen can try a comeback by taking over one of Ned's positions. Note that such a reentry into the game means assuming the computer player's rank (either Corporal, Captain, or General, as described in Chapter 2). Player ranks cannot be altered once a game begins.

While player reentry will be a disorienting experience for the resurrected player, it might prove downright infuriating for the other human players who remain in the game and wanted the loser out of it. Good sportsmanship dictates that you should *always ask permission* of the other human players before taking over one of Ned's positions.

If you don't reenter and, instead, become a spectator, be careful not to kibitz too freely. Remember, from that point on, everything in the game is revealed to you, so don't give any advantages away to other players. That is called *cheating*.

## WINNING "ON POINTS"

Each scenario played must feature a single scoring method to be used to decide games that are not won decisively by either perennial victory condition. These scoring methods set the general tone and pace of the scenario being played as players try to rack up points. Each scoring method requires players to adopt different priorities and employ varying strategies to get the highest score by game's end. The way the computer breaks tie scores, by the way, is to assign *de facto* leadership to the lowest-numbered player in the tie situation. Amber is Player 1, Cyan is Player 2, Magenta is Player 3, and Ochre is Player 4. Naturally, being the lowest-numbered player has its advantages when the score is tied at the end of the game, but it also has its disadvantages when random events occur. Certain random events award bad things to the leader and good things to the player in last place (see Chapter 14). When such events occur, it is better to have the higher player number in case of a tie score..

### The Capture-the-Capital Scoring Method

*"Summa sedes non capit duos."* (The highest seat does not hold two.)

Also called the "Capture-the-Flag" option, this method is the way points are scored in both the "King of the Hill" and the "Eye Sea Ewe" scenarios. Considered the "standard" scoring method for multi-human-player games; whoever holds Little Rock, which is always the name given to the native capital, receives a huge scoring bonus that, invariably, decides the winner. Players' scores are determined for the control of burbs as shown in Table 8.1.

**TABLE 8.1** CITY SCORES

| BURB TYPE | POINTS |
|---|---|
| Village | 20 |
| Town | 30 |
| City | 40 |
| Metroplex | 50 |
| Capital | 2,500 |

Note that resources are "worthless" in this scoring method.

Because the capital plays such a vital role under this scoring method, players will seldom win it by using the Four-Cornered Capture approach. After all, who needs the four corner metroplexes after conquering the capital?

Players far behind in points in this scenario need only capture the capital to win the game, so "come-from-behind" finishes occur frequently enough to make the endgame very exciting under this scoring method. Often, the player leading in points actually tries to *protect* the native capital so that another player will not take it (and the lead). It is possible to win without capturing the capital, but not if somebody else does!

Once the capital falls to *any* player, forget about trying to win the game without it. The genie is out of the bottle once those five native units residing in Little Rock have been routed and a colored flag flies over that stately dome. The human player who owns Little Rock at the end of the game will win, so all the other players can only dethrone him by ousting him and claiming the capital for themselves. For the fortunate player who controls the capital, all other considerations besides securing Little Rock are secondary. Cram it with as many troops, ships, and planes as can be placed in and around

it, and defend it by every means at your disposal.

*An important note about the native capital:* Regardless of the scoring system used, when Little Rock is conquered from the natives, half of their remaining units are instantly eliminated (making the rest of the native-controlled burbs easier to conquer).

## The Capital Endgame

If you find yourself in second place under this scoring method, you have two options for emerging victorious. During the last 10 turns, assuming the natives still possess their capital, you should either try to attack the leader (so that enough of his burbs are conquered and you move past him in the scoring) or make an all-out charge against the capital and go for the "big win." While both approaches are highly problematic, the latter method may be more so because the two last-place players will most likely be making desperate attempts on the capital and can doubly hinder your efforts to take it.

It is important to understand that during the last five to ten turns of any capital scoring scenario, the computer players will make a beeline for Little Rock. Fortunately, Ned is not a very good tactician. Assaulting defended burbs and choosing march routes that are more elaborate than a straight line are both areas of weakness for Ned. Ned's attack on the capital will be made hastily, with no real troop coordination and, thus, can be defeated by a skilled player determined to defend it.

## The Downtown Denial Technique

One technique for denying a burb to an enemy should be explained here because, in this scenario in particular, the capital is *always* a good burb to deny to an enemy. A burb is captured when one player is its sole occupant at the end of an Execution Phase. If you see that the last native unit is about to die defending Little Rock from another player's attack, enter it from the opposite direction during the last pulse or two of that same Execution Phase with your own land units or Comcen. When both of you have units there when a burb falls, a change in ownership cannot occur unless you are teammates together. ("The highest seat does not hold two," remember?) Many a match has been decided on the last turn by one player weaseling into the capital on the final turn of the game, only to be denied the victory by another who snuck in the back door during the final pulse of play by using this "downtown denial" technique.

## The Largest Economy Scoring Method

The sinew of war is money, and in this "Guns-or-Butter" type scenario it is the thrifty player who earns the highest score. There are several methods for earning points under the economic scoring method. Here is the formula:

**ECONOMIC SCORING FORMULA**

Bucks in Burbs
+ Treasury/2
+ Economic Objectives
+ Unit Point Values
= Score

Scores in this scenario are calculated instantaneously, giving every moment of game play a dynamic scoring element. As each pulse ticks off, scores increase to reflect the incremental income provided by cities. The quickness bonus will instantly add two or three points (depending on whether the five bucks

adds up to make the treasury an odd or even number, since halves of odd amounts in the treasury are rounded down). Units will also have their point values instantly subtracted as they are built or eliminated.

The worth of each economic objective is its income per turn. If you want to see the math for the net worth of each of your economic objectives, you need only open up the Burb menu and read the total under "INC" ("income"). This number is the total worth of all your economic objectives. While in this menu, by adding the "INC" and "BAL" ("burb bank balances") totals together, along with half your treasury (rounded down), you should get a total very close to your score under the economic scoring method. All that remains is an audit of your unit's "point values" (given in Table 8.2, below).

Because of the dynamics of this economic scoring system, the purchase of units and transferring money between your burbs and treasury (both of which add and subtract points at the same instant) will have differing immediate influences upon your score. These various effects are described in the three following tables.

**TABLE 8.2** UNIT POINT VALUES

| UNIT TYPE | POINT VALUE |
|---|---|
| Infantry* | 2 |
| Armor* | 3 |
| Submarine | 2 |
| Battleship | 3 |
| Carrier | 4 |
| Spy | 8 |
| Comcen | 16 |
| Airplane | 0 |

*Includes this type as a transport.

**TABLE 8.3** NET ECONOMIC SCORE IMPACT FOR NEWLY BUILT UNITS

(Determined by adding the point values from Table 8.2 and subtracting the cost to build the unit at each of the three player difficulty levels.)

| UNIT TYPE | SCORE FOR CORPORALS | SCORE FOR CAPTAINS | SCORE FOR GENERALS |
|---|---|---|---|
| Infantry | -23 | -18 | -13 |
| Armor | -32 | -27 | -22 |
| Submarine | -23 | -18 | -13 |
| Battleship | -32 | -27 | -22 |
| Carrier | -41 | -36 | -31 |
| Spy | -77 | -72 | -67 |
| Airplane | -35 | -30 | -25 |

**TABLE 8.4** MISCELLANEOUS ECONOMIC SCORING IMPACTS

| ACTION | SCORE |
|---|---|
| Move $10 from burb to treasury | -5 |
| Move $10 from treasury to burb | 0 * |
| Burb bombed by enemy airplane at short range | -5 |
| Burb bombed by enemy airplane at long range | -2.5 |

*While half the $10 is lost to "corruption" in the transfer from treasury to burb, money in burbs is worth twice as much (one point per buck, as opposed to 1/2 point per buck in the treasury). Thus, it nets out to zero.

Based on the above tables, the player handicap levels (or "ranks") have increased significance during economic scoring scenarios. The

reduction of the point score penalty for these different ranks can be decisive. A player who is ranked as a corporal has the additional burden of waiting longer to be able to afford building a unit than does his higher ranked counterparts *and* it will cost him more from his score as well. Consider the ranking/scoring relationship carefully before deciding player handicaps before beginning a scenario that uses this "Guns-or-Butter," economic-based scoring method.

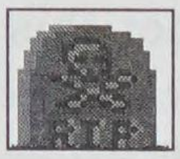
## Reducing The Enemy's Net Worth (and Score)

Two strategy tips apply particularly to this scenario. First, capturing enemy burbs becomes far more valuable than capturing native burbs because of the direct and damaging impact to the opponent's score. Therefore, when choosing a target between two equally garrisoned burbs, the one belonging to another player (particularly the leader) should be given preference over one that is native-owned.

The only other way to negatively impact an opponent's score is to bomb his cities and resources. Resources, in particular, are vulnerable, because they're usually very difficult to protect against enemy bombing missions.

In fact, owning resources near the "front line" can become quite a liability for this very reason. Consider *not* capturing front-line resources, therefore, until they are safely out of enemy bombing range. Remember, Table 8.4 shows that bombing enemy economic objectives is twice as effective at short range as it is at long range. This also gives the bombing airplane a greater chance of surviving the mission. Combine all the above benefits of waging an "air war" against an enemy, add the fact that losing airplanes will not reduce your score (they're worth zero points), and your bombers could be making sweet music, indeed, over enemy economic sites.

## The Casualty-Counting Scoring Method



The "casualty-counting" scoring system, which is the one used in the "Live and Let Die" scenario, considers only two things in deciding the scores: how many points a player *earns* for attacking other player's units and how many points a player *loses* when attacked by native forces. Losses inflicted on the natives or suffered from battles with enemy units will have no impact on a player's score. Neither, for that matter, does controlling economic objectives. Under this scoring system, it's "no pain (inflicted on the other guy), no gain."

The unit point values are those listed in Table 8.2, which leads us to some interesting tactical considerations. One significant scoring discrepancy is that a submarine is worth only half the points of a carrier. A good tactic, therefore, would be to charge enemy carriers with friendly submarines whenever possible. The net impact upon your score (for taking your battle losses in submarine hits) and the enemy's (for suffering his in aircraft carrier hits) will be greatly to your advantage. Naturally, try to escort your own carriers so that they do not become enemy "submarine magnets" in this manner.

## Efficient Scoring Through Torture (Rather than Killing)

Airplanes are great for racking up points under this scoring method. Since they have a point value of zero, they can be lost with no positive score awarded to another player. They can, and should, inflict repeated damage on enemy units by striking them, particularly high-scoring targets such as enemy Comcens, spies, and carriers. Since airplanes cause only fractional damage to land units (as opposed to fixed

damage to other unit types—see Chapter 10 for all the gory details), enemy armor should be bombed in preference to enemy infantry.

One particularly useful tactic under this casualty-counting scoring system is to beat up isolated units located on economic objectives *without killing them* (airplanes attacking ground units are particularly well suited to this task). Instead, let them repair for a while and then go beat them up again. By toying with enemy units in this manner, many points can be scored off a single, constantly repairing enemy unit.

## SET UP STRATEGIES

Each of the three scoring systems presents its own unique optimal game "setups." Before the first Planning Phase of the first turn of the game, placing your initial burbs and deciding their initial production must be weighed carefully against the scoring method used. Let us quickly consider each of these two important setup aspects of *Global Conquest*.

### City Selection

Generally, a player should select initial burbs so that they can provide mutual support in case any are attacked. Likewise, it's often a good idea to find burbs near your starting metroplex so the units that begin there can quickly reinforce your forward burbs.

On the other hand, some players will not be able to obtain burbs near their starting metroplexes or simply will not opt to do so. The strategy here becomes one of threatening a key objective during the early turns of the game. Since the only known objectives are enemy metroplexes and, occasionally, the capital, these will be the early targets of choice if you pick your initial burbs aggressively. Keeping your forces concentrated, however, is still a good idea for security reasons.

In capital scoring scenarios, often players will try to place all their burbs near the center of the board (where the capital is most likely to be discovered). This strategy is an attempt to find and defeat the native capital quickly before other players can reach it in force. Unfortunately, if more than one player uses this strategy during setup, their initial city placements probably will be intermixed rather than concentrated. Thus, their cities are less likely to be mutually supporting, and chaos near the middle of the board will reign during the early stages of the game as these players vie against each other for local military superiority. Use caution, therefore, if you decide to boldly seek cities near the center of the board as your initial burb choices in a capital scoring scenario (particularly when playing "King of the Hill").

### Initial Production

Airplanes and carriers always make fine initial production choices on large maps because of their abilities as scouts (see Chapter 6). Beyond that, each scoring method creates its own initial production strategies.

In capital scoring scenarios, tanks, planes, and battleships will get that job done best. All your builds must be focused on capturing the capital, and these three unit types are ideally suited for the job of offense. The one exception would be if the capital were an isolated square island. In that case, substitute infantry for tanks because they're better when assaulting as transports.

In economic scoring scenarios, often *no* initial production is the best strategy. The negative impact on your score can be substantial (see Table 8.4), so try to build the units that are easiest to *preserve*, such as tanks and battleships. While infantry and submarine units are cheaper,

the probable unit scarcity in a scenario using this scoring method creates a compelling need for units that can survive a battle long enough to limp back for repairs (rather than ones that will more often die in battle). Airplanes, too, while expensive, can inflict direct scoring point losses upon the enemy through bombing. Consider building them for either launching or blunting major bombing offensives.

The casualty-counting scenarios beg a player to build cheap units so that the enemy will benefit as little as possible for combating them. Infantry hordes and submarine wolfpacks should be the bulwark of your strength. Airplanes, again, are especially useful under this scoring system and so also must be considered a production priority.

## WINNING (AND LOSING)

*Capitulation is not a disgrace. A general can no more entertain the idea of fighting to the last man than a good chess player would consider playing an obviously lost game.*

*—Carl von Clausewitz,* On War

Only one player in four will win a game of *Global Conquest*. Knowing what it takes to win has been the focus of this chapter. The examination of the various methods presented here should serve the same purpose for you that a magnet serves in a compass.

Pointed, now, in the right direction (and with a few "pointers" to help you reach your goal of winning), move along your path to *Global Conquest* with confidence. Unfortunately, circumstances will prevent you from winning *every* time, so if it ever looks too grim, call up the Options menu (F10) and select Resign. Your problems will be over (for that game at least).

Say, do you smell popcorn? If not, you'll wish you had some as you read (and watch) the next chapter.

# Let's Go to the Movies:
## *Global Conquest* Films

*The practical value of history is to throw the film of the past through the material projector of the present onto the screen of the future.*
*—B. H. Liddell Hart,* Thoughts on War, 1944

*Global Conquest* players are fortunate that the "film" feature pioneered in *Modem Wars* has also been incorporated into this game. In the same manner as a coach might review game films, you can review your victories and defeats in *Global Conquest*. Films are such a useful tool for study that we have included with this book three film files (imaginatively labeled BOOKFLM1, BOOKFLM2, and BOOKFLM3). Each of these films is briefly narrated at the end of this chapter and will assist in your examination of the many of the combat tactics, tips, and techniques presented in the chapter that follows.

## PROJECTIONIST 101

If you're unfamiliar with the Film menu, this short tutorial will be useful. If you're already familiar with the commands and hotkeys for film viewing, go ahead and skip down to the narratives of the book films (if you want to watch them now), or on to the next chapter.

Film management begins at the Main ("Conquest!") menu by selecting Film menu.

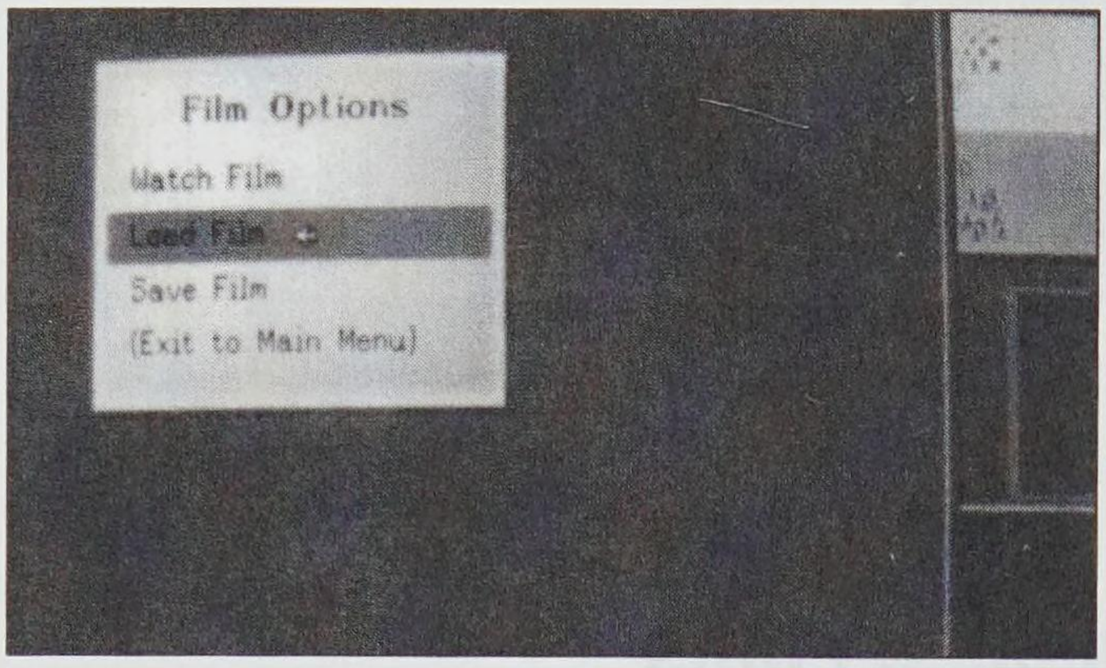



**Figure 9-1** The FilmOpsions menu

Four options then become available:

- **Watch Film:** This will show you the last film that was "loaded" into the "projector"—in other words, the last game you played, unless another specific film has since been loaded.
- **Load Film:** This places a saved film in the projector, making it ready to be watched.
- **Save Film:** Saves the film in the projector so that it may be reloaded later and watched again. After you finish a game, you can immediately save it using this command. Once another game is played or another film loaded, the film currently in the projector is removed from the temporary file that held it and, unless it was saved, it will be lost forever.

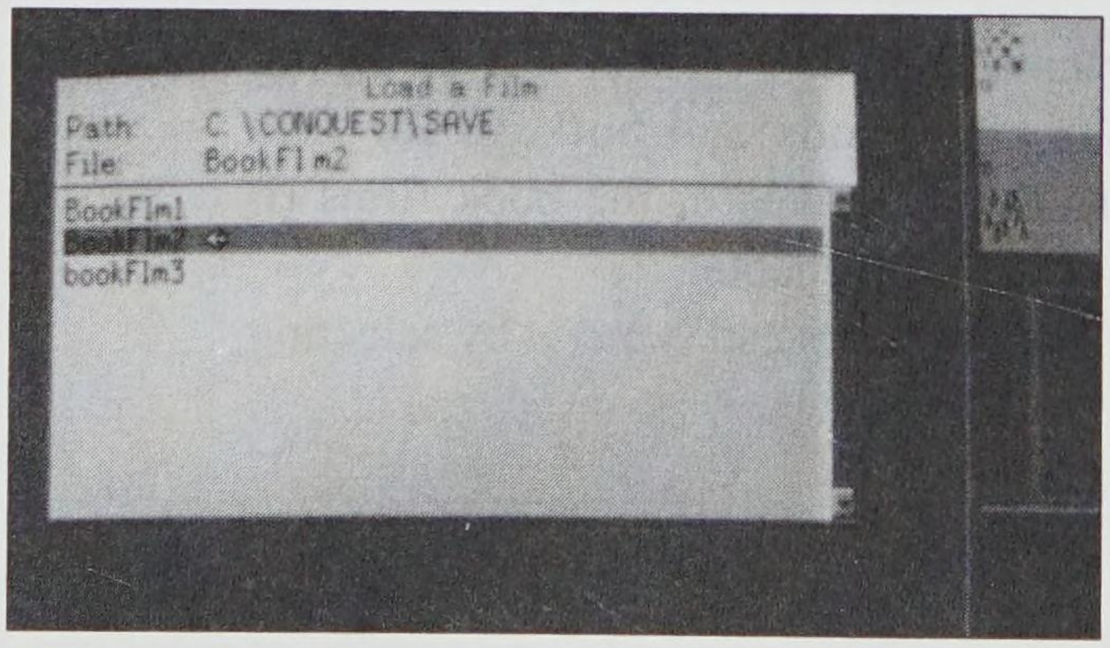



**Figure 9.2** Thef Load a Film directory w

- (**Exit to Main Menu**): Need we say more?

For this tutorial, select Save Film and scroll down the Save a Film directory to a blank line. Press Enter and type in the word JUNK. Press Enter again.

This will "back you out" into the Film menu again. Now select Load Film and press Enter. Scroll down the Load a Film directory, highlight BOOKFLM1 and press Enter.

Again, you are backed out into the Film menu. Select Watch Film and you will see in advance some of what is in store for you in the next chapter.

## WATCHING A FILM

While you're watching a film, you can use certain game commands and a new command, for film viewing only, becomes available. Of all the commands available while watching a film, though, the most important one will be *Pause*.

Each film begins paused and must be "unpaused" in order to be watched. To pause or unpause either a game of *Global Conquest* or a film of one, press Alt P or click on the time bar that runs along the left side of the screen.

Once the film is rolling, it will stop automatically when random event cards are displayed. To continue, press any key or mouse button.

As the film is playing, only a few things can be done. The map can be zoomed in the usual manner using the Spacebar or the right mouse button; along the button bar at the top of the screen, only the Terrain F3 and Airplanes F4 menus can be accessed.

The speed of the film can be varied between slow (which is symbolized by the snail icon in the lower-right corner of the display), medium (the turtle icon), and fast (the rabbit icon). You

can adjust the speed by using the Options menu (pressing F10). Alternately, using + will speed up, or - will slow down the action, either of a film or of the Execution Phases during a game of *Global Conquest*.

The special function for film-watching only is the "Show = Who" feature. This allows you to view the film from each of the four players' individual perspectives, with only the limited knowledge each one had. When watching a film though a single player's eyes, notice that the "undiscovered terrain dots" described in Chapter 4 appear. This is so you can tell how effective each player was at discovering the world. One perspective in the Show = Who feature, called the "Show All" view, will reveal everything. There are no undiscovered terrain dots in this view because the entire map and every unit can be seen. To access the Show = Who feature, either press F10 and select it from the menu bar or simply press =.

The best way to view films (or the game, for that matter) is to have the map centered on the most important place on the board where individual units, burbs, and resources must be closely watched. From that display, find an uneventful corner, move the cursor there and open the zoom map. In this manner, while watching both a close-up of the critical sector of the board and the overall activities shown on the zoom map, you can not only see the tactics unfolding on the battlefield, but also the strategies developing across the entire board. You should move the cursor over individual units engaged in battle to study their facings and to measure of their combat attrition.

## The Pause that Enlightens

Pausing a film will allow you see the "behind-the-scenes" aspects of economics and movement plotting. While paused, the button bar will activate the Burbs (F6) and Destinations (F8) buttons so that those features can be accessed. *Use them!*

Not only can individual burb Production menus be examined while a film is paused, but so can the entire Burb display. Study this from time to time and learn how others have planned their economic, as well as their military, campaigns.

Pressing the Destinations button (F8) will reveal both sweeping strategic and tiny tactical maneuvers. Studying the destinations of units will reveal how clever an opponent was. Did he maneuver around the swamps and embark/disembark from docks? Were his spies and Comcen used wisely throughout the game? How well were his attacks and defenses coordinated? All this can be discovered at a glance by studying the information presented through the Destinations button.

### Note: Film Limitations

Unfortunately, a film will not recall any chatting that took place during the game, nor much of the information that appeared on the top line and bottom line during the actual game. Alliances, too, are shown instantaneously, rather than in their proper sequence of offering and acceptance. Thus, you can't really tell who begged whom.

### Note: Compatibility Problems

Films recorded under one version of *Global Conquest* cannot be viewed under the new version. Once you've installed the latest version of this game, only films made by this version (such as the ones included in this book) can be watched. According to the programmers, films and saved games are the things that simply could not be made "backward-compatible" in Version 2 of *Global Conquest*. Sorry.

# COMMENTARY ON THE BOOK FILMS

The three game films provided with this book illustrate many of the strategic principles presented the previous two chapters, plus many of the specific tactics and techniques taught in the next one. This section provides a brief commentary on each film, which will give you an overview of what the players were thinking and trying to accomplish during play.

## Book Film 1

This was a standard "King of the Hill" scenario. During setup, Amber, Cyan, and Ochre all attempted to cluster their starting burb picks while Magenta went for a random encirclement of the center of the board in the hope of gaining a good position from which to launch an early attack on the capital.

Initial builds saw Cyan create an infantry horde army, while Ochre began to build a "500-pound gorilla" tank army. Amber's strategy was to build a combined force and Magenta had no real strategy at all. The natives were densely deployed on the map and the opening moves, when examined from individual player perspectives, show many different discovery techniques. Unfortunately for Cyan, his Comcen stumbled into a hornet's nest of natives on the first turn (turn number 30) and had to quickly retreat back to its metroplex on turn 29. Magenta found the native capital right away and immediately began to make plans for its rapid conquest.

By turn 27, Magenta's quick rush on the capital was beaten back by the natives while Cyan stole Indianapolis, just to the south of Little Rock. The Ochre tank armies massed up on the main continent around turn 24 and went on to conquer a few native burbs. Cyan, meanwhile, marched north and started to wear down the native defenders in the capital, which fell to his forces on turn 19. Amber conducted a landing on the north end of the main continent around turn 19—about the same time that Ochre dropped his long standing cease-fire with Cyan. On the next turn, all hell started breaking loose as Magenta lunged at Cyan's weakened toehold in the newly conquered capital. Ochre seized this moment to begin a long march to Little Rock by way of Cyan's city of Atlanta, while Amber set sail for Magenta's metroplex.

By turn 16, Magenta had captured Little Rock while over a dozen Ochre armored units rolled over Atlanta and headed on through to Norfolk. Amber, meanwhile, came down from the north upon Detroit (which would be contested with Ochre for the next 10 turns) and began their siege of Magenta's metroplex. Turn 10 saw the fall of Magenta's metroplex while Ochre was in full motion for an attack on Little Rock. Magenta shored up her defenses around the capital as Cyan patiently watched, biding his time. A bitter, protracted assault on Little Rock ensued but Ochre, without air power to support his waves of tanks, received an initial bloody check from Magenta. Desperate, Ochre flung in his last battalions in a reckless charge upon the capital around turn 5.

On turn 3, the Cyan hordes began their move on Little Rock, while Amber put together an invasion force to attack it from the north. Like a giant magnet, the capital attracted all manner of units to it.

On their approach to Little Rock, Cyan's units discover Ochre's Comcen and, realizing that it is vulnerable, begin to pursue it. This pursuit, combined with a timely paradrop, seals Ochre's fate on Turn 2. Magenta, meanwhile, destroys Amber's Comcen with air power. With only two players left in the game, the final two turns see Cyan launch a hasty, uncoordinated

attack upon Little Rock and, by sheer weight of numbers, almost carry the day. At the end, however, it is Magenta who has managed to (just barely) hang on.

## Book Film 2

This skulker-designed scenario featured a balanced group of islands on a small map and a *CHQ*-style visibility setting. Thus, naval warfare was be emphasized. With an island capital in the center of the board, a tough siege was ahead for any attacker. Starting slow and facing many natives, each player had to build up an economic base, a fleet, and an invasion army before making the dash to Little Rock.

During this game, the first 10 turns mainly saw players expand their empires and economic bases. Many amphibious invasions and sea-based burb assaults occurred during this time, with Comcens doing (risky) yeoman work among these forces. These attacks were punctuated with occasional naval battles, which grew more frequent and intense as the game progressed.

The first great naval battle occurred south of Memphis on turn 20. Magenta launched a long-range sea strike, primarily with carriers, and tried to chip Cyan's fleet down. This was not enough, however, to stop Cyan's battleships from reinforcing the engagement and turning the battle for Memphis' banks from defeat into a stalemate and forcing Magenta to withdraw.

Magenta came back again on turn 14 for another try at attacking Memphis. This time, her forces met with success because Cyan's fleet was away to the north side of the island. By turn 12, Cyan's Comcen was caught by Magenta's fleet and destroyed.

Meanwhile, Ochre began a siege of Little Rock. It started with only a huge naval bombardment group, which included some planes, but had no transports. Thus, the bombardment could not be followed up with immediate landings. Amber, meanwhile, was preparing a counter-invasion force to the northeast while Magenta regrouped her navy to the north of St. Louis.

During turns 8 and 7, a great clash of navies between Magenta and Ochre ensued. Amber seized this opportunity to pounce upon Ochre's navy from the other direction. Caught in the middle, Ochre's fleet sank to the bottom of the sea and her Comcen was chased down and destroyed by Magenta's fleet on turn 6. Amber then started his own invasion attempt on the island capital from the north while Magenta launched one concurrently from the south. By turn 4, however, Amber would be the first one in, capturing the capital and preparing to defend it. A sortie by the Amber fleet turned into a nautical Armageddon all around Little Rock. Ultimately, Amber's superior fleet tactics secured the waters around the capital and, thus, secured the victory as well.

## Book Film 3

This scenario was designed as a fight to the death by nature of the unlimited turn length of the game. Note that the turn numbers counted *upward* in this scenario for the same reason. All players selected their initial burbs with some caution. Unfortunately for Magenta, the nearest large land mass was far away from her starting metroplex, so reinforcements would be a long time coming. Fortunately, the nearby swamps promised to be filled with oil, so Magenta began exploration immediately.

Ochre set up an early "Advanced Burb Bash" on Niagara Falls while Cyan tried to make quick work of the island near its metroplex. For several turns, Amber myopically attacked Carlsbad, stymied by the fierce

resistance of its native defenders.

By turn 6, Ochre had crushed Niagara Falls, Magenta had swept up all the oil near Savannah, Carlsbad had fallen to Amber, and Cyan had conquered his island. The players were then ready to mop up the rest of the natives, even as alliances shifted in anticipation of attacks on each other.

The first random event was Amphibious Ships, and both Magenta and Cyan did something a little strange with it. Cyan began to build a carrier in Pensacola, which had no docks. (It didn't arrive before the event ended, so all the production spent on it was wasted.) Magenta opted to take this unique opportunity to plant a carrier in the middle of Savannah in order to keep nearby marauding units at bay for the rest of the game.

Cyan began massing up a fleet around turn 8 for a surprise invasion of Magenta's city of Springfield even as Ochre began to sneak up on Cyan's city of Pensacola. All the while, Magenta was methodically conquering the inland burbs of Mobile and Baton Rouge.

Unfortunately for the stealthy maneuvers of Ochre and Cyan, the next random event was X-Ray Vision, which drew away the veil from hidden units and hastened these two players' operations. Amber, Cyan, and Magenta all lost their spies through this sudden revelation by the end of turn 10.

Ochre's relentless attack on Pensacola succeeded while Cyan's hasty invasion was bloodily repulsed. Pursued by an irate Magenta player, a kamikaze airstrike finished off Cyan's Comcen on turn 14. Amber, meanwhile, was engaged in an epic siege of the native-controlled city of Houston, while Magenta prepared a force to expel Amber's forces quickly if they should succeed in taking it .

Ochre and Amber then formed a long-standing alliance, seeing Magenta as the common threat. Gaia's Revenge hit just in time to make the Houston crisis boil over and a lot of blood was spilled to the southeast of the city. In the end, Amber carried the day, thanks to relentless dogfight missions against Magenta's growing air force. By turn 17, Amber was regrouping in Houston while Ochre began to soften up Little Rock for a seaward assault on the capital.

Slowly, the Ochre fleet was destined to be chipped away over the next several turns. Without a nearby dock to repair in, the loss of Ochre's navy seemed just a matter of time.

An economic one-two punch came out of the random events deck on turns 20 and 25—a Taxpayer Revolt followed by an Economic Downturn. This did not stop Amber from charging out of Houston in an attempt to capture Baton Rouge—an attack that ended in disaster because of a complete lack of coordination. By turn 23, Amber was repulsed and Ochre had established a toehold on the continent, securing Little Rock as his base of operations.

Too weak and weary to counterattack either player, Magenta counted on some fast talking to break up the enemy alliance in hopes of teaming up with one of them against the other. Magenta's diplomacy succeeded only partially. The alliance was dissolved, but Magenta could not form a new alliance with either Amber or Ochre. Alone and disgruntled, Magenta went into a "bunker" mentality, built up an air force and awaited the enemy's approach.

Rather than performing a skillful *Economic Engine Siege*, Ochre tried to sneak into Savannah. The bloody battle that ensued was finally won by Ochre, although his Comcen was almost lost in the attempt. Magenta simply could not reinforce Savannah in time.

Amber took this opportunity of the fall of Savannah for another miserable attack on Baton Rouge. Magenta quickly pursued Amber back to

Houston this time and conquered the city. Ochre was the real beneficiary of the bloody fighting between Amber and Magenta, however. Amber kept Magenta distracted enough to allow Ochre to overrun her remaining burbs on the main continent while Magenta left Amber too weak to resist an impending Ochre onslaught.

The Trench Fever event on turn 30 opened up the continent for a swarm of Ochre tanks, infantry, and airplanes to blitz their way across. Before long, the game's outcome became apparent as Amber and Magenta formed an alliance too late to stop the Ochre juggernaut. While the game was only a little more than halfway over, the outcome had been decided—*if* Ochre could keep his Comcen alive.

From turn 35 on, Amber conducted a fairly skillful fighting withdrawal back to his metroplex. Seeing both his inevitable demise and the Ochre Comcen at the same moment on turn 49, Amber ordered his forces to pursue the Comcen in hopes of a lucky kill. None was forthcoming and Amber fell on turn 51, right after an Economic Upturn, which built up Ochre's war engine for the last victim, Magenta. The game ended on turn 58 with the fall of the last Comcen, Magenta's, to Ochre.

## THE CINEMATIC EXPERIENCE

Game films are a fantastic study tool. Equally important for a social game like *Global Conquest*, they're great to watch while talking to your opponent after the game. Many players enjoy "going voice" after an on-line game, starting the film of the just-completed bout and sharing their war stories. ("I'm watching turn 16 where you almost nailed my Comcen." "Yeah, I thought I had you that time.")

Now that you're a master projectionist, it's time to put away the popcorn and pick up your sword. The next section takes you to war and gives you the building blocks for victory.

# Part III:

## The Building Blocks

# War and Pieces—
# A Combat Close-Up

*We fall into error if we attribute to strategy a power independent of tactical results.*
—*Carl von Clausewitz,* On War

Nothing succeeds in winning wars like winning the battles. Though winning the battles isn't everything (Hannibal is said to never have lost a battle, yet he also never subdued Rome), they are usually the decisive events in a military campaign. The goal of applying sound strategic principles is not to create battles that are "fair" or "even," but battles where you have all the advantages going in and can win easily. Still, battles are tactical matters—so when the troops start to tango, good tactics are required to fulfill the promises made by sound strategies. That is why, in this chapter, combat will be broken down in detail and proper tactics explained.

This chapter also begins a new section of the book, which presents the building blocks you need to create victories in *Global Conquest*. Laid upon the foundation built in Chapters 1 through 6, and held together with the mortar from Chapters 7 through 9, this chapter and the four that follow it will give you the *specifics* for executing your winning strategies. Each of these chapters—which cover combat, economics, diplomacy, time, and random events—is packed with the formulas, tables, hints, tips, tactics, and techniques to enrich your understanding of the game and improve your playing skill. This section reveals the secret depths and mysterious workings of *Global Conquest*—the kind of things you need to know to be a "smarter" player.

## THE BATTLE AHEAD

In this chapter, the units of *Global Conquest* will be examined individually and their proper place in battle discussed. The terrain will also be reconnoitered for its combat effects, one-on-one unit "duels" will be profiled, and the "classic maneuvers" on the battlefield explained. Finally, we'll cover reduction (and then repair) of battle damage. The goal of this chapter is to give you as many useful battlefield building blocks as possible, and thereby to give you the crucial edge you need to emerge from most battles victorious—especially the close ones. Supplementing many of these specific tips, tactics, and techniques are examples from the game films included on the disk and narrated in the previous chapter.

There are two basic ingredients in every battle: the units that fight it and the terrain that they're fighting from. The larger issues of economics, diplomacy, and random events that might affect a battle will be examined in the chapters that follow. For now, it's enough for you to sort through the tools in the toolbox and examine each unit type for its combat strengths and weaknesses. Don't feel that you have to absorb all this at once. Remember, *abusus non tollit usum* (value is not destroyed by improper use), so have fun with all your units, even as you learn how to better employ them.

## EVERYTHING ABOUT LAND UNITS

In the broadest sense, armies in combat exist to do two things: to control ground and to break things. In *Global Conquest*, "breaking things" is limited to enemy units (there is no messy "collateral damage" to civilians, property, or the environment in this strategy game); controlling ground is what the game is really about.

### Infantry Units

One of the least expensive and most versatile units in the game is the infantry type. While generally only half as fast as its armored counterpart, an infantry unit can move without attrition through forests and mountains. When blitzing across plain terrain, infantry also receives benefits that armor simply can't (see the "speed limit" section of Chapter 5).

Further enhancing the mobility of these ground-pounders is their ability to fly aboard airplanes. During a Planning Phase in which they begin in the same burb as a friendly, available air unit, they may be transported instantly by air. If an air unit transfers to a different burb (within short or medium range only), it can pick up an infantry unit and carry it along. Similarly, the airplane might choose a paradrop mission, allowing it to plop the infantry unit (turned "paratroop") down on any non-ocean or burb square within a 20-square radius of the airplane's base square. Of course, the infantry unit suffers a 20 percent loss in strength (presumably from needing to leave behind its heavy equipment), but the instant capture of ungarrisoned enemy resources, the near-capture of vacant enemy burbs, or the instant arrival of reinforcements from an unexpected direction to aid in a battle does add a delightful element of tactical surprise that only the infantry/airplane combination can achieve.

Infantry units, however, were made for defense. Their ability to "dig in" by resting undisturbed for four pulses gives them a decided advantage in combat over their moving counterparts. By reducing the damage they suffer in battle by approximately one-quarter over unentrenched infantry, the additional time it takes to dig in and

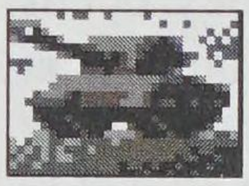
dig out is often well spent, even when the units are part of an offensive. The ideal garrison for a burb or resource, however, remains one or more dug-in infantry units—history's proven superior defenders. Infantry units can also *create* an interesting terrain types, such as the *beachhead.* When an infantry unit digs in on a coastal square, it greatly reduces the cost for units to embark and disembark from transports there. As shown in Table 5.3, land units that cannot find a dock square to do their transport transformations will want a beachhead to move through instead.

Where there is no beachhead and enemy land units must be fought from the oceans—again, infantry units are the land unit of choice. As transports, they have twice the combat strength of armor units (see Table 10.7). So, when it's time to hit hostile beaches, leave it to the infantry to spearhead the landings. Infantry can also alter the landscape by exploiting terrain. Some scenarios allow infantry units to attempt to upgrade villages and towns by one level and create oil and mineral resources on non-burb land squares. Depending on the victory conditions (discussed in Chapter 8), infantry unit exploitation can be crucial. A complete discussion of the economic value of exploitation is presented in Chapter 11.

Despite all the aforementioned advantages and special abilities of infantry units, they also have three significant disadvantages. First, they are weaker than armor in land battles. Second, they are slower than armor and can more easily become pinned in battle. Once pinned, an infantry unit (should it survive) takes much longer to unpin (see Chapter 5 on the perilous probabilities of disengaging land units from battle) and get going again.

Finally, not only do infantry units take longer to untangle from battles, but they must also wait the four pulses required to dig in at a repair site before the healing process begins for them. Thus infantry units take longer to repair on burb and resource squares than armor units because they must dig in first. (Note that both infantry and armor units repair at the same speed on dock squares, because infantry transports can't dig in).

## Armor Units



Armor is the essence of attack and maneuver. Because it's faster than infantry, it's also a more viable unit in battle since it can usually disengage itself. This allows engaged armor units to more easily quit a losing battle and seek repairs, living to fight another day. (Often an infantry unit in a losing battle will be pinned down and forced to fight to the death—usually its own.)

Although armor units cannot be moved by air, dig in, exploit or terrain, and are inferior to infantry when fighting as transports against land units, their use in overland fighting is superior to that of infantry despite the slight attrition suffered by armor when moving through forests and mountains. There are very few specifics that need to be mentioned about armor. Many of the land combat tactics and techniques presented later in this chapter work best with armor units because they are, by far, the unit best suited for mobile attack and defense operations on land. When used in conjunction with air and naval forces in "combined-arms" operations, the benefits of using armor are not merely added in, they are *multiplied.*

## Troop Transports

When infantry and armor units move through ocean and dock squares, they become *transports*. While crossing oceans is necessary when moving from

continent to continent, it is also a preferred way to move these units quickly over long distances. The reasons have been shown in Table 5.1, which gives the movement steps units receive in each round. Armor units receive an increase of 50 percent over their normal speed (from 12 to 18 steps per turn); infantry units receive a whopping 200 percent speed increase (from 6 to 18 steps per turn) when moved as transports.

Embarking and disembarking have been discussed in detail in Chapter 5. They occur instantly through dock squares, fairly quickly at beachheads, and slowly at other coastal squares. Often, the time spent in embarking and disembarking transports is the difference between victory and defeat in battle (and their own life or death at sea).

Despite the necessity of their creation and benefit of their speed, transports are *terrible* in combat and are extremely vulnerable, with one exception: transports fight just as well as land units against enemy Comcens. Therefore, never fear when rushing an enemy Comcen with friendly transports. Otherwise, transports should avoid battles whenever possible (particularly against subs, which kill transports with a single shot).

## EVERYTHING ABOUT NAVAL UNITS

*The whole principle of naval fighting is to be free to go anywhere with every damned thing the Navy possesses.*

—*Sir John Fisher*, Memories, 1919

For the purpose of acquiring naval supremacy, there are three types of naval units, which interact with each other in something of a "scissors-rock-paper" manner, because each naval unit type has its strengths and weaknesses against the others. All naval unit types share a common strength against transports (requiring only one or two hits to sink them) and a common weakness against Comcens (causing only 10 damage points per round, the same amount as a transport or land unit).

Battleships and carriers also enjoy a special advantage against land targets that they attack from more than one square away. This is known as *bombardment*. Although bombardment can only reduce a unit down to 30 strength points, it is still highly useful in supporting land attacks near coastal areas. In return, all naval units are subject to vicious attacks from land units within a one-square range. This is called *coastal fire* and also works from enemy Comcens on land at all ranges. Here, Comcens on land have all the advantages when fighting naval units—the naval units can't reduce the Comcen below 30 strength points (unless they're only one square away), but the Comcen can sink the naval units by doing 20 points of damage per shot against them. Fleets should beware of engaging Comcens on land, therefore, or land units at one-square range. Coastal fire can be (and often is) murder to all ship types.

### Submarines

Submarines make excellent transport killers, requiring only one shot to eliminate a transport. Often a rogue submarine can utterly ruin an armada of invasion barges and not even work up a sweat in the process. Unfortunately, submarines can't interact with land units except to be shot at by their coastal fire from a one-square distance. This will seldom happen, however, because submarines are undetectable by land units. It is only when exposed by enemy ships (or through the X-Ray Vision event) that submarines will have to worry about coastal fire.

Using their stealthiness, submarines must get in close in naval battles since their firing

range is extremely limited at two squares (the shortest in the game). This will put them at a great disadvantage if they try to flee from battleships and carriers, because those units enjoy firing ranges of three and six squares, respectively. Therefore, use submarines in numbers great enough to overpower enemy fleets, because their withdrawal from battle is usually problematic at best.

Submarines, by nature of the severe damage they inflict, make particularly good carrier-hunters. The trick is to get in close and pursue the carrier before being discovered. It's a sound strategy to trade away your subs for enemy carriers, so watch for them, hunt them down, and sink them.

One particularly good use for submarines is to patrol nautical choke points (narrow gaps between continents) to watch for enemy movements through them and to guard the entryways to isolated ports where sneak raids might occur.

The "natural foes" of submarines are battleships and airplanes. Although submarines can hold their own against battleships when within two squares (each of these ship types will inflict 34 points of damage per attack upon the other), there's not a thing submarines can do about air attacks. Once your subs are discovered, don't keep them in range of enemy air units if you can help it.

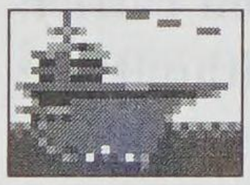
Finally, when attacked by an enemy carrier, submarines need to start blitzing; either in pursuit of the enemy carrier, if it is isolated, or away from it if it is escorted. Whatever you do, don't just sit within their six-square firing range taking your lumps. Move quickly!

## Battleships

When you're in doubt about what ship type to build, battleships are arguably the best all-around naval unit. While they lack the stealth of a submarine and the range and carrying capacity of an aircraft carrier, they excel at what navies do best: controlling the seas and attacking the coastlines. Nothing presents a more visible threat to the enemy's sea lanes and coastlines than a fleet of battleships.

Battleships can put up a fair fight when going head-to-head with enemy battleships and submarines, and will also take out enemy carriers in most one-on-one duels with them. Battleships are slightly stronger than carriers when bombarding. They are also less vulnerable to enemy air attacks than submarines and have the best chance of survival at sea, often living long enough to be repaired several times in a single game. Therefore, battleships are a good all-purpose ship type.

## Carriers



Unlike submarines (which primarily deny the enemy easy access to the seas) and battleships (which primarily control the seas and coastal areas), carriers have two primary functions: as scouts, and as a "supporting" ship type in a fleet.

As a scout, particularly when an airplane unit is based on board, a carrier is exceptional. The larger the world and the smaller the land mass, the greater the carrier's importance will be. The carrier's role as a scout is discussed in detail in Chapter 6.

In battle, a carrier *is* weak, but has the advantage of an extremely long firing range (which is six, equal to its scouting range). This firing range is twice that of battleships and three times that of submarines, so, with a little luck when first contact is made, and when properly protected, carriers can enjoy the very real advantage of getting in a shot or two before being subjected to enemy battleship and

submarine return fire. The damage carriers inflict isn't that great, however, at 25 points of damage to a submarine and only 20 to a battleship. This is particularly bad in an exchange, because both of those ship types return fire with 34 points of damage. The proper tactic for using carriers, therefore, is to protect them by making them part of a fleet, escorted closely by battleships and at a distance by submarines. These ships must protect the carriers by absorbing enemy fire, while the carriers, in turn, support them in their battles from a distance, because if an unspotted enemy submarine or charging enemy battleship gets in close to the carrier, either one can sink it almost every time.

Worst of all, if a carrier sinks, any airplane that might be aboard also perishes. Although the airplane might have a chance to alter the outcome of a naval battle if one is fought over more than one turn, it's too risky to send one into hostile waters with an unescorted carrier. Carriers are simply too fragile without the battleship "bodyguards" and submarine "security escorts" afforded in fleet protection.

Thus, carriers should be used offensively only when escorted, particularly by battleships. Carriers escorted by submarines alone will *appear* vulnerable, which invites concentrated enemy air and naval attacks upon them. Carriers can also be used for shore bombardment, but they are 20 to 25 percent less effective than battleships for that job. Still, with their long six-square range, they are the only naval unit that can effectively bombard enemy burbs inland from the coast. Basically, carriers should be thought of as independent scouts, long-range "popguns" and mobile airbases, to be well guarded by an escort fleet.

## EVERYTHING ABOUT SPECIAL UNITS

The spy and Comcen are the two special unit types. Each has its own unique strengths and weaknesses, but one strength shared by both is the ability to move over land and sea squares without reducing their movement speed or becoming transports. Thus, when pursued, they can quickly jump from sea to shore (and vice versa), which can help them to elude their pursuers and make good their escape.

### Spies

Except when playing in a custom-designed full-visibility scenario (see Chapter 15), spies will primarily be used as intelligence gatherers. Their 10-square scanning range makes them ideally suited for gathering information on the location of enemy forces (as described in Chapter 6). Their stealth is legendary (spies can be seen only by other spies, through an alliance, or during the X-Ray Vision random event), but once discovered by hostile forces, spies are extremely vulnerable. Almost invariably, a spy will die after receiving its third hit and it can never return fire upon enemy units.

Spies will also prove their worth as saboteurs. When one is placed in an enemy burb, the cost to produce a unit there rises by eight bucks per turn (more information about this economic aspect of spying is presented in the next chapter). The practical aim of sabotage is to halt production in an enemy burb. This means it can be attacked with some assurance that the only reinforcements it is likely to receive will have to be moved there, which is better than having one

surprise you by suddenly appearing (i.e., being newly built) there. Sabotage also makes it possible for you to access, but not change the production on, that burb's Burb menu.

The best offense for spies is to try to steal information from the enemy's Comcen by finishing the turn in a position adjacent to it. If you manage this, all of the enemy's troop positions are revealed and all of his Burb menus can be accessed. This is the "home run" of spying, but the enemy will be told when it occurs and will usually take steps to counter it (such as recalling his own spy to flush out the one that is stealing information from his Comcen). Defensively, it's a good idea to keep a spy within nine squares of your own Comcen to prevent the enemy from stealing information from it.

## Comcens

Comcens (the abbreviation for mobile Command Centers) have their uses, both on the attack and as scouts. Since losing your Comcen means losing the game, however, they should *never* be used in any risky, uncontrolled combat situations. A Comcen on the defense is such an abhorrent thought that the screen will shake whenever your Comcen suffers damage and sirens will blare when its strength drops below 40 points. When these audio and visual harbingers of Armageddon begin, steady your nerves and reevaluate the risks, for the end is at hand. Those cues are telling you to consider blitzing your Comcen back to safety and to repair it quickly!

As a scout, the Comcen is unsurpassed, moving with ease over both land and sea, cutting a wide swathe of revealed squares in its wake (see Chapter 6 for details). Its scouting can be made even better when there is a plane to launch from the Comcen, either for direct reconnaissance or when supporting other scouting units by being launched into an orbital recon mission. Scouting, by its very nature, is usually done without the protection of an escort, so be careful when risking your Comcen on scouting duty after the early, scouting-intensive stages of a game are over.

Comcens on the attack are most often used to take native-held burbs early in the game and thus build your early economic base. Even when their air support is being used to strike the defenders, Comcens attacking alone against enemy burbs always carry some risk, no matter how certain the outcome appears. Many careless players are eliminated when an unexpected enemy reinforcement arrives during a Comcen attack that was planned with a narrow victory margin. (Native uprisings, enemy paradrops, and blitzing pursuers are the most frequent culprits here.)

Though a Comcen generally inflicts twice the damage it suffers from a unit it is engaged with in combat (dealing out 20 points of damage while receiving only 10 in return), Comcens never enjoy any benefits for occupying defensive terrain, with one exception. Comcens on land are less vulnerable than they are at sea.

There are several reasons for the superior durability of Comcens on land. First, a Comcen cannot be destroyed by airplanes when it's on land, whereas a timely air strike or kamikaze attack against a Comcen located on an ocean or dock square will often destroy it. Second, fleets can't destroy a Comcen on land that they're bombarding from more than a one-square

distance. A Comcen becomes like any other land unit in this situation and cannot be reduced below 30 strength points by shore bombardment (although it can shoot back at those same ships and destroy them!). Finally, transports and land units both inflict the same amount of damage on a Comcen (10 points), but pursuing transports are much faster than pursuing land units. Therefore, Comcens have a much better chance of outdistancing pursuers on land (where pursuing ships are virtually ineffective) than at sea (where the enemy can come after you with everything he's got).

Pursuing Comcens is the key here. When a Comcen is spotted, often Ned and other (human) players may consider lunging at it with everything they have in order to quickly kill it. This is particularly true when the Comcen is spotted conducting an orbital recon, because the other players know its strength is being slowly reduced down to 30 points. Usually, they will order their units not just to move against the Comcen, but to *pursue* it relentlessly.

When you are thus pursued, remember this: "A safer stand can be made on land," for all the reasons explained previously. One of the best fleeing techniques usually involves jumping from land to ocean and back again, but depends greatly on local circumstances. Often a Comcen can avoid certain death by placing friendly units between it and its pursuers. This will give the pursuers some new targets to acquire and, possibly, delay them long enough for the Comcen to make good its escape. Remember, always be wary when your Comcen is at sea!

## EVERYTHING ABOUT AIR UNITS

*Artillery holds the key to the true destiny of armies and nations. One can never have enough cannon.*

*—Napoleon*

Airplanes are the "artillery" of *Global Conquest*. When deployed in significant numbers, they can deliver repeated and devastating strikes before an opponent can react. They have long arms, with radii of 10 and 20 squares for short- and medium-range operations, and great flexibility in combat roles, from regular strike missions to kamikaze, dogfight, paradrop, and air-base transfers. A special orbital recon mission for the Comcen-based airplane has been added to help other units in efficiently exploring the world. Mastering the proper use of air power is the key to mastering your destiny on the battlefield. You simply cannot have enough airplanes.

However, airplanes are vulnerable. Air-to-air combat losses and post-mission attrition will destroy them at the whim of fate. Airplanes must be based somewhere and, when that base is overrun or destroyed, the airplanes there will be automatically eliminated without so much as a whimper.

*Air power is a thunderbolt launched from an eggshell invisibly tethered to a base.*

*—Hoffman Nickerson*, Arms and Policy, 1945

### Airplane Timing

A two-edged sword for using aircraft is the timing of their employment. Aircraft can be used only once every eight pulses, during the Planning Phase that begins each turn. Because players are plotting simultaneously during this phase, the results of air missions will be immediately known and can be immediately reacted to. Thus, making a paradrop early in the Planning Phase will give an opponent time to redirect his forces to react to it (which might be a good thing if the paradrop is a ruse meant to distract his attention). Therefore, timing your air missions becomes something of a poker game. Because of the automatic nature

of interceptions (discussed a little further on), a player with a greater number of aircraft in an area can issue some quick orders to his air force and negate an enemy's ability to take the initiative with his.

In fact, Ned primarily uses his aircraft at only two times during a Planning Phase. Usually, most of Ned's missions will be flown during the very first seconds of a Planning Phase, before any human players could possibly get a mission of their own in edgewise. Human players will find much of their air force effectively negated because automatic interceptions against Ned make friendly airplanes unavailable. Ned may also weasel in a few air missions at the very last moment of a Planning Phase, just prior to that turn's Execution Phase.

So, when spending some obligatory time during a Planning Phase in "F4-Land" (airplane mode), you might want to consider the timing of your missions. Transferring airplanes to face an enemy might only get them shot down doing mandatory interception duty later on in that very same Planning Phase. Late-phase paradrops create more surprise than early-phase ones. Early-phase dogfights can clear the skies for other, late-phase missions. Knowing the results of bombing and strike missions will affect the decisions made on *both* sides of the battle line. This section of the book is provided to instill in you an awareness that timing is crucial in all air operations. Only practice will help you develop the proper feel for airplane mission timing.

## Distance

Like other distances calculated in *Global Conquest*, airplane maximum ranges are calculated in a circular radius and not in a huge square block. Table 10.1 gives the maximum distance, in squares, for the various ranges, both horizontally/vertically and diagonally.

**TABLE 10.1** AIRCRAFT RANGE RADII

| AIRCRAFT OPERATION | SQUARES HOR/VERT | SQUARES DIAGONAL |
|---|---|---|
| Intercepting airplane initiating a regular air-to-air battle | 3 | 1 |
| Initiating a dogfight mission air-to-air battle | 4 | 2 |
| Unavailable airplane intercepting | 7 | 4 |
| Available airplane intercepting | 10 | 7 |
| Short-range mission | 10 | 7 |
| Medium-range mission | 20 | 14 |
| Long-range transfer mission | 40 | 28 |

## Interception: An Automatic Event

Airplanes will engage each other automatically; the players don't need to manually "scramble" them. The computer handles this by sending a single plane to the square of an enemy aircraft's nearby mission and resolving the resulting engagement over it in a millisecond. Air-to-air encounters are *always* quick, one-on-one duels. (Even if you have nine planes in a burb and the enemy tries to bomb it, only one of your defenders will fly to engage him.)

How far a plane will go to intercept an enemy mission depends on its current availability status. If a defender's plane is currently available, it will fly an interception distance up to ten squares horizontally/vertically or seven squares diagonally. An unavailable airplane, however, has a maximum interception distance of seven squares horizontally/vertically and only four squares diagonally (as shown in Table 10.1).

For the rocket scientists among you, here are the formulas:

DISTANCE CALCULATION FORMULAE:

Distance = $(dx * dx) + (dy * dy)$

[where *dx* and *dy* are the differences in the *x* and *y* coordinates of the air target's square and the intercepting plane's air-base square]

Distance = (Distance * 2) + 1

[if the intercepting airplane is unavailable]

When many potential interceptors exist to challenge a particular enemy air mission, and each one has a different availability status and/or is at a different range, the computer sends the closest one, as defined by the above formulas, to in intercept the mission aircraft. Basically, this means that an *available* friendly airplane will intercept an enemy air mission in preference to many closer but unavailable ones.

## Air-to-Air Combat

The chances of either side's succeeding in air-to-air combat depend on several factors. To begin with, transfer and reconnaissance missions cannot be intercepted. They will fail only when the airplane dies of attrition.

For other, non-dogfight missions, air-to-air combat will occur if the distance is less than nine, according to the Distance Calculation Formulas (i.e., three squares for available airplanes and one square for unavailable airplanes). The outcome of these close-proximity air-to-air battles will be decided according to the probabilities shown in Table 10.2.

If the target distance is greater than nine squares, but still within interception distance, different rules of engagement apply. Only the mission failure rates are examined, with the chance of mission failure decreasing as the distance to the intercepted square increases (leveling off at a minimum 10 percent chance of mission failure). If a mission fails due to these long-range interceptions, there is a 1/3 chance that the mission airplane will simply go home, a 1/3 chance that it will be shot down and a 1/3 chance that the intercepting plane will be destroyed instead.

## Dogfights

The dogfight mission (the hotkey is D) forces air-to-air combat when the distance is less than 17, according to the Distance Calculation Formulas (i.e., four squares for available airplanes and two squares for unavailable airplanes). Dogfight missions are, statistically, always advantageous for the

**TABLE 10.2** REGULAR AIR-TO-AIR COMBAT RESULTS

| INTERCEPT AIRPLANE | MISSION SUCCEEDS | MISSION FAILS | MISSION PLANE DIES | INTERCEPT PLANE DIES |
|---|---|---|---|---|
| Available | 0% | 50% | 25% | 25% |
| Unavailable | 25% | 40% | 10% | 25% |

mission player. Cunning players will make extensive use of dogfight missions. They can help you to obtain local air superiority over an important area of the front or you can use them to just plain harass an enemy and chip away at his air force. Here, then, are the odds of winning a dogfight:

DOGFIGHT FORMULA

Chance of the dogfight mission airplane being destroyed:

20% (25% if the intercepting airplane is available)

Chance of the intercepting enemy airplane being destroyed:

30% (+ 5% if the intercepting airplane is unavailable;

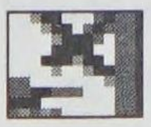
+ 5% if it is a short-range dogfight mission)

## Air Strikes

Once the early game is over, the map is largely discovered, and plenty of enemy units have been scanned, air strikes will begin to dominate your mission roster. These are the *artillery barrages*, the thunderbolts that you can hurl down from the sky to inflict substantial damage on unsuspecting enemy units. The actual damage cause by air strikes is indicated in Table 10.6, but their primary use is to soften up a unit just prior to (or, failing that, during) an attack.

Aircraft can even deliver killing blows to units (except to dug-in infantry and Comcens on land, which have a floor strength of two versus air strikes), and, can engage enemy air units in problematic air-to-air combat during a Planning Phase. Note that the terrain advantages offered a defending unit have *no effect* against air strikes, so targets in burbs and mountains are just as vulnerable as those on plain terrain. The target of choice for airplanes, however, should be weakened enemy Comcens at sea. Killing blows can (and should) be delivered to them by air strikes (and, if necessary, kamikaze missions) whenever possible.

## Kamikaze



Quite simply, a kamikaze mission (the hotkey K) will do twice the damage of a regular strike mission, but automatically eliminates the mission plane after the attack. While extremely costly, this mission can be effective, particularly on the final turn(s) of the game.

A few special situations make particular sense for kamikaze attacks. One is to deliver the killing blow to an enemy target that costs more

than the plane lost in the kamikaze attack (such as a spy or a carrier with an airplane on board). A vital kamikaze opportunity, of course, is to deliver the killing blow to an enemy Comcen at sea. There may be wisdom in using kamikaze tactics in other tactical situations (to prevent enemy land units at short range from taking an undefended friendly airbase, for example), but you are advised to use this mission sparingly because the cost of the airplane itself, both in the time and the bucks needed to replace it, is so high. Ned will conduct kamikaze missions against Comcens and to defend the native capital against invading transports at short range.

## BOMBING

The bombing mission (the hotkey [B]) is an economic attack, not a military one. Basically, it has three uses. First, it will force planes in an enemy burb into short-range air-to-air combat (making them unavailable) when there are no nearby units to conduct strike missions against. Second, it's a good way to reduce an opponent's score in economic scenarios (see Chapter 8). Finally, it can be useful in the short term to prepare an enemy city for attack by helping to insure that it won't be able to build reinforcements there quickly (although the bigger the burb, the more bombing that will be necessary to negate its production of bucks).

This type of *strategic* bombing of enemy burbs can be extremely effective if a single burb becomes the target of repeated, multiple (and preferably short-range) bombing strikes every turn. Each hit reduces the burb's bank balance and any deficit must be completely paid off using that burb's entire income every turn such negative cash flow exists. Note that deficit reduction is done *before* that burb can support anybody and before any bucks are used toward production. Thus, if you bomb a burb into the Stone Age and rack up a huge deficit for it, not only will production be halted, but the units it's supporting will suffer terrible "no-support" attrition (as explained in the next chapter). Usually, these include the burb's own garrison, making it easy prey for a follow-up assault. Yes, a few turns of concentrated strategic bombing of an enemy burb can greatly alter the tactical situation.

Each successful bombing missions reduces a burb's treasury by five bucks, but only by two and a half bucks if it's a medium-range bombing mission (the burb bank remembers forever when it has a fractional buck lying around). Bombing can also be conducted against resources, which cause the financial penalty to the burb they're attached to. Note that bombing isolated resources can do maximum damage to the enemy's local economy (or, in some scenarios, his score) with a minimum interception risk to your own airplanes.

### Mission Failure

The three air missions we've described—strike, kamikaze, and bombing—all have an inherent chance for automatic mission failure when conducted beyond any enemy plane's interception range (see Table 10.1). In other words, no matter how clear the coast is, there's still a probability of mission failure due to chance causes (weather, miscommunications, and so on). This is *in addition* to mission attrition (see Table 10.3), and is spelled out completely in the formula on the following page:

### Transfers

Transfer missions (the hotkey is [T]) are how airplanes rebase. Rebasing is allowed only at a player-owned burb, carrier, or Comcen. (Even those belonging to allies and teammates

### Strike, Kamikaze and Bombing Mission Failure Formula

% chance of mission failure* =

(60 - Interception Distance** / 2);

+ 10 if the target is a battleship, carrier, or Comcen.

If no interceptors challenge the mission, Interception Distance = 100 (the maximum).

---

* Failure =

1/3 chance of aborted mission;

1/3 chance of the mission plane's being destroyed;

1/3 chance of the intercepting plane's being destroyed, if there is one. (If none, there is a 2/3 chance of the mission plane being destroyed.)

** According to the Distance Calculation Formula.

This produces a range of mission failure odds from 10% to 60% (or 20% to 70%, based on the target type) depending on the Interception Distance. Note that kamikaze planes on aborted missions still die and that even unchallenged missions still have a minimum 10% (or 20% if the target is a battleship, carrier, or Comcen) chance of failure.

are prohibited as new bases.) A transfer mission is the only one possible within an airplane's long-range radius of 40 squares.

There are two types of transfer missions. Those conducted at short or medium range will have the transferring airplane available again on the next turn and will allow an infantry unit to be transported by the transferring airplane. Long-range transfers, on the other hand, will take an additional turn for the airplane to recover and will prohibit the transporting of an infantry unit.

To transport an infantry unit, it must be within a distance of 18 of the airplane's current base (four squares horizontally/vertically or three squares diagonally). The infantry unit being transported must *not* have a current movement order. No strength will be lost by the infantry unit for being air-transported (although it will be destroyed if the plane is lost through the 0.2 percent chance of attrition that it has—see Table 10.3). Note that planes based on carriers and Comcens cannot transport infantry units.

Transfer missions are useful for emergency evacuations from danger or when deploying airplanes from rear areas to the front. Transporting infantry units by air will seldom be a large-scale concern, although useful tactical possibilities occasionally exist. When the time comes to move infantry units by air, more often than not, paradrop missions will be used. Paradrop missions offer far more flexibility in choice of landing sites and the potential to unhinge enemy defenses.

## Paradrops

While the value of paradrop missions (the hotkey is P) is apparent, successfully completing one isn't easy. Of course, getting airplanes and infantry units ready and available is one logistical problem. (Like a transport missions, the infantry unit being paradropped must have no movement orders and be within a distance of 18, which is four squares horizontally/ vertically or three squares diagonally). Finding a suitable landing site (a non-burb, non-frozen ocean or non-dock square) and coordinating an attack in that area to support them is another.

But the *real* problem with conducting paradrops is how frustrating they are to launch because of the mission failure frequency, which is very high. The reason for this will quickly become apparent upon examining the following formula:

PARADROP MISSION FAILURE FORMULA

Percent chance of mission failure* =

(70 - Interception Distance** / 2);

+ 20 if the drop is done at medium range.

If no interceptors challenge the mission, Interception Distance = 100 (the maximum).

* Failure =

50% chance of aborted mission;

50% chance of the mission plane and infantry unit being destroyed.

** According to the Distance Calculation Formula.

If there *are* enemy interceptors within range, a *second* chance-for-failure test must be passed (at the same probability, but this time failure = 100% chance of an aborted mission; i.e., there is no additional chance of casualties for the paradropping forces). Thus, the chances of making a paradrop in the face of enemy interceptors is pretty slim!

This produces a range of mission failure odds from 20% to 70% (or 40% to 90% at medium range). Odds that must be bucked twice if there's an enemy airplane within interception distance!

For example, a mission with a base 60% chance of mission failure because of a nearby enemy interceptor will have the following final outcome probabilities based on the above formula:

- A 54% chance of failure, which breaks down to (60% / 2) for the first check, half of which will not eliminate the airplane and paradropping infantry unit; plus (40% - 40% * 40%) for the additional chance of failure caused by the second chance for failure. That is, (60% / 2 + (40% - 40% * 40%)) = 54%.
- A 30% chance of death (60% / 2), which can happen only during the first chance-for-failure check.
- A 16% chance of success (40% * 40%), which is the probability of passing *both* the first and second chances for failure.

Just remember that paradrops are not easy to complete, even when unopposed, and are virtually impossible to pull off even when they are (about a 1/6 chance). To improve your odds of conducting a successful paradrop, don't even *consider* landing near an enemy airplane.

## Orbital Recon

A new feature in Version 2.0 of *Global Conquest* is a special air mission that can be flown only by an airplane based on your Comcen. This orbital recon mission (the hotkey [O]) will place dots on all undiscovered squares so that you can tell them from actual ocean squares. Though an orbital recon is not a combat mission, like the bombing mission it is explained in this section for the sake of completeness in discussing everything about air units.

When an orbital recon mission is flown, it might help to visualize what is happening. The plane is launched into a low geosynchronous orbit, thus providing the undiscovered terrain dots for the mission player's map down below. (Allies and teammates do not share these dots.) The plane, however, remains connected to the Comcen by a tether, which both provides life support to the airplane's crew and keeps it from drifting out into space.

The difficulties created by this mission are many:

- The Comcen will be exposed to all other players automatically (since they can easily look up in the sky, follow the tether back down to the planet like a rainbow, and use it to pinpoint the Comcen's exact location).
- The airplane requires a *lot* of life support, sucking it out of the Comcen's strength at the rate of 3 points per pulse (24 points per turn) while in orbit. When a Comcen's strength hits 30 points, the orbital recon mission

airplane is automatically recalled and the mission ends.

- The mission cannot be recalled any sooner than when the Comcen "floors out" at 30 strength points.
- The tether will be broken if the Comcen receives any movement orders after the mission is launched. (It can carry out an old movement order given prior to launch without any complications.) If the tether is broken, the airplane is destroyed (cast adrift in space, actually, but for game purposes it's the same thing).
- The airplane will always be unavailable for *three turns* from the time of launch (should it survive).

What all this means is that you should only conduct an orbital recon mission either when you feel that is would be advantageous to know exactly where undiscovered terrain squares are or when you feel that you can safely get away with it. The information it provides is nice, but not particularly useful most of the time. Usually, a Comcen and its airplane will have better, more militaristic things to do.

## Mission Attrition

Every mission automatically ends with a chance of the plane's being destroyed. This occurs *in addition to* any mission air-to-air combat. The attrition "die rolls" are based on the random number generator used in *Global Conquest*, which uses a 1–256 numbering system. Strangely, when the program generates a "random" number, half of the zeros generated get thrown away, skewing the results a bit. Still, Table 10.3, below, gives a close approximation of the attrition rate for each mission type, plus the formula used to determine it.

**TABLE 10.3** AIRCRAFT MISSION ATTRITION RATES

| MISSION TYPE | ATTRITION RATE PERCENTAGE |
|---|---|
| Reconnaissance | 1% for every airplane you own<br>[% = (# of your planes* 2) / 256] |
| Transfer | approximately 0.2%<br>[% = 1 / 511] |
| Kamikaze | 100% (duh!)<br>[% = 256 / 256] |
| Other Missions | 0.5% for every airplane you own<br>[% = (# of your planes) / 256] |

## TERRAIN EFFECTS ON COMBAT

When infantry and armor units occupy burbs or mountains, the amount of damage they suffer in combat is reduced. These reductions are given in Table 10.4. Note that these reductions do *not* apply when these units are attacked by air strikes or kamikaze missions (the damage percentages that those attacks inflict remains unmodified).

**TABLE 10.4** REDUCTION OF DAMAGE FOR DEFENSIVE TERRAIN

| | TERRAIN TYPE | |
|---|---|---|
| UNIT TYPE | BURB | MOUNTAIN |
| Infantry | 1/3 | 1/4 |
| Armor | 1/5 | 1/6 |

## Terrain Notes

A geographic study was made in Chapter 4, but we'll summarize the highlights to remember when considering the terrain effects on combat.

Mineral resources are *not* mountains. Although their icons *appear* similar, don't confuse them. For movement and combat purposes, minerals are identical to plain terrain. Therefore, it is often advantageous to defend a mineral site from an adjacent mountain square, rather than from the mineral square itself.

Although all the varying sizes of burbs are identical for movement and combat, they differ in their economic values (see Chapter 11), scoring values (see Chapter 8), and repair values (discussed at the end of this chapter). For combat purposes, it is important that the terrain advantage is awarded only for units on *burb* squares (enemy or friendly) and *not* dock squares.

Veteran *Command HQ* players will have to mentally adapt to the fact that urban attrition is handled differently in *Global Conquest*. Native infantry units have replaced the "automatic attrition" of *CHQ*, so those players who found tactical advantage in defending to the rear of a city in *CHQ* must rethink their tactics and strive to defend forward in the burbs of *Global Conquest*.

Though terrain offers advantages that are defensive in nature, it is important that an attacker strive to have his engaged forces fight from mountain and burb squares whenever possible. Units from both sides fighting "street-to-street" within the same burb will all enjoy the damage reduction modifier (it doesn't matter who "owns" it).

**TABLE 10.5** FIRING RANGES

(Number of squares across which an attacker can fire at a defender)

| | DEFENDING UNIT TYPE | | | | | | |
|---|---|---|---|---|---|---|---|
| ATTACKING UNIT TYPE | LAND UNIT | ANY TRANS. | SUB | BATTLE SHIP | CARR | SPY | COMCEN |
| Land Unit | 2 | 2 | 1 | 1 | 1 | 2 | 2 |
| Transports | 2 | 2 | 1 | 1 | 1 | 2 | 2 |
| Submarine | 0 | 2 | 2 | 2 | 2 | 2 | 2 |
| Battleship | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| Carrier | 6 | 6 | 6 | 6 | 6 | 6 | 6 |
| Spy | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Comcen | 2 | 2 | 2 | 3 | 6 | 2 | 2 |
| S-Air* | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| M-Air* | 20 | 20 | 20 | 20 | 20 | 20 | 20 |

* See Table 10.1 for short- and medium-air-range radii.

## RANGE TO TARGET

The greatest distance at which units can still fire upon each other is presented in Table 10.5.

While these ranges will quickly become second nature to *Global Conquest* players as their experience grows, a few observations should be made from the information presented in Table 10.5.

First, Comcens always have a range identical to that of the unit they are currently engaging. Therefore, they will never have a range advantage over any unit, or vice versa.

Land units will always be slugging away at each other up close (within two squares), whereas their coastal fire against enemy naval units is likely to occur only when the ships desire to receive it. This is because ships have a longer firing range and can bombard land units from a safe distance.

It is at sea that range differences can significantly affect the outcome of a battle. Naval battles can be difficult to control because both sides are following predetermined movement routes that can only be altered during the Planning Phase, and because there are no terrain advantages to be found at sea. Naval units with a range advantage can win the "ships-passing-in-the-night" battles that sometimes occur as they sail blithely along through a chance engagement during an Execution Phase. Because of these chance encounters at sea, proper fleet deployment tactics are crucial (and will be discussed a little later on).

Because ships do not become pinned, as land units do when engaged in battle, they can maneuver fairly easily in combat and are capable of closing range quickly when proper orders are given. Not *too* quickly, however, because once a ship acquires a target, a one-square-per-pulse "speed limit" is imposed on its movement, just as with land units (see Chapter 5 for details). Therefore, blitzing a naval unit that has an acquired target might end up being counterproductive.

## HOW BATTLES ARE RESOLVED

All units come into existence with 100 strength points. As they suffer losses from combat or attrition, this number declines, as does the strength indicator bar along the bottom of each unit (shrinking from right to left). From this bar, players can get a general approximation of units' strengths on the board without moving the cursor over each of them (which gives a unit's *exact* strength in the Cursor window). When a unit's strength reaches zero, it is eliminated. Note that at the end of this chapter, the details for *repairing* reduced-strength units are given.

Except for air missions, combat is an automatic function conducted when one unit fires on a visible (i.e., scanned) enemy unit that is within its firing range. When fired upon, a unit suffers a certain amount of damage, depending on the firing unit. This damage may be reduced if the target unit is in defensive terrain. This information is presented in Table 10.6 on the following page.

### First Fire

In combat, units fire once, at one enemy unit, during every other round. If two units engaged in combat are firing on the same rounds (as opposed to alternating ones), then the unit that is the first to fire during a round has an important advantage: its shot might kill the enemy unit before that unit can return fire. A stationary defending unit will always fire in the first possible combat round, as will stationary (or halting) attacking units. A moving attacker or sneaking unit will *never* get a shot in during its round of initial battle contact.

**TABLE 10.6** COMPREHENSIVE BATTLE DAMAGE TABLE

(Points removed from defender's strength when fired upon by the attacker)

| ATTACKING UNIT TYPE | DEFENDING UNIT TYPE: INF | ARM | DUG-IN INF | ALL TRANS | SUB | BATTLE SHIP | CARR | SPY | COMCEN |
|---|---|---|---|---|---|---|---|---|---|
| Infantry & Dug-in Inf | 20 | 17 | 15 | 25 | 25 | 25 | 25 | 34 | 10 |
| Armor | 26 | 20 | 20 | 25 | 25 | 25 | 25 | 34 | 10 |
| Trans. Inf. | 18 | 16 | 14 | 10 | 5 | 5 | 5 | 34 | 10 |
| Trans. Arm. | 9 | 8 | 7 | 10 | 5 | 5 | 5 | 34 | 10 |
| Submarine | 0 | 0 | 0 | 100 | 25 | 34 | 34 | 0/34 | 0/10 |
| Battleship | 12 ** | 10 ** | 6 ** | 50 | 34 | 25 | 34 | 34/34 ** | 10/10 ** |
| Carrier | 10 ** | 8 ** | 5 ** | 50 | 25 | 20 | 25 | 34/34 ** | 10/10 ** |
| M-Air Str. | 25% | 25% | 16% | 25 | 17 | 12 | 12 | 25%/25 | 16%/12 |
| S-Air Str. & M-Kamikaze | 50% * | 50% * | 33% | 50 | 34 | 25 | 25 | 50%*/50 | 33%/25 |
| S-Kamikaze | 100% | 100% | 66% | 100 | 68 | 50 | 50 | 100%/100 | 66%/50 |
| Spy | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Comcen | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 34 | 10 |

\# = Fixed number of damage points inflicted.

% = Percentage reduction of defender's current strength (dug-in infantry and Comcens cannot be killed by airstrikes alone).

%/# = The damage inflicted when the target is on land/sea.

S = Short-range mission.

M = Medium-range mission.

* = Actually, this is 50% + 1 point of damage.

** = Bombardment (attack from more than one square away) inflicts half damage when the defender's strength drops below 55, and cannot reduce the defender below 30.

*Dug-in infantry units and Comcens on land cannot be reduced below 2 points by air attacks alone.*

Therefore, when attacking, it is important to know how to time your approach toward a static defender so that you might get in a first-fire shot.

To do this, you must plan your unit's movement so that it stops *exactly* at the extreme limit of its firing range. If that is accomplished,

it becomes a non-moving unit and will fire during the pulse when it stops (its first round of contact with the targeted enemy unit). Even if the attacking unit receives this proper and timely halt order, the defending unit still has a 50 percent chance of firing first. Of course, the defender has a 100 percent chance of firing first if an attacking unit still has movement orders to fulfill once the shooting starts, leaving the attacking unit to take its lumps during the initial round of contact.

Now that this aerial view of all the units, terrain, and combat mechanics in *Global Conquest* is complete, it may be helpful to look at into some simple battles between two opposing units before moving on to larger and more varied engagements. Many of these one-on-one battles will occur during the course of a game and often the fate of burbs and resources will hang in the balance. When you know how to win the "easy ones" (these one-on-one clashes), it will improve your skills for winning larger battles.

## ANALYZING ONE-ON-ONE BATTLES

*In bello parvis momentis magni casus interce dunt. (In war, great events are the results of small causes.)*

—*Julius Caesar,* The Gallic Wars

If you study small battles, you can apply many of their lessons to larger ones. Large battles, after all, will be won through the successful orchestration of the many smaller battles that compose them. Naturally, having units that inflict more battle damage then they suffer is the key to winning a one-on-one battle. This obvious but important fact cannot be overemphasized. The Comprehensive Battle Damage Table (Table 10.6) shows the amount of damage that one unit type will inflict upon another (before figuring in the terrain considerations given in Table 10.4); the One-on-One Battles Comparison Chart (Table 10.7) shows virtually every battle contingency and who will win it.

When one full-strength (100-point) unit engages another in a fight to the finish, assuming no assistance from outside influences, the winner can be predicted by examining Table 10.6. The charts that follow, however, have taken these one-on-one battles to their conclusions and are grouped according to which unit type has the first-fire advantage over its target. These charts show the number of rounds it will take to fight the battle, who will win, and how much strength the surviving unit will have remaining at the end of the battle.

### One-on-One Battles Tabular Notes

The information in Table 10.7 is purely academic. The Comcen and naval battles, however, should be of particular interest because these are the one-on-one battles most likely to occur during a game. While a Comcen will usually attack with support from its own air unit, occasionally it will not be available and the desperate one-on-one battles described in that particular section might ensue. It is interesting to note that a full-strength Comcen will *never* lose a one-on-one battle in which it has first fire (and is not blitzing or in a swamp).

Following this, we move on to larger, more complex battles and how to win them. Larger battles can be thought of as a lot of smaller battles linked together, so refer to the One-on-One Battle Comparison Chart from time to time to learn how to predict the winners of many battles before the last shots are fired.

## TABLE 10.7 ONE-ON-ONE BATTLES COMPARISON CHART

The "Strengths Compared" information is taken from Table 10.6; the terrain effects come from Table 10.4. Each section describes one particular type of unit, which is located in a given terrain type and enjoys the first-fire advantage over its target. The unit with the first-fire advantage is referred to as "the attacker;" its target in combat is "the defender." It doesn't matter who moved against whom or what the overall strategic situation might be. For the purposes of these charts, it only matters who is getting in the first shot—and that unit is considered to be the attacker.

Note that battles involving swamps, blitzing, or unsupported units were not examined in this table. That is because these units are rarely ever near full strength and, therefore, defy these "fair-fight" comparisons.

"In What Terrain" is for the defending unit. "At sea" means in either an ocean or a dock square. Naval units are listed as being on "any" terrain type because during an Amphibious Ships event they might be found anywhere, but they receive no defensive terrain modifiers for being in burbs or mountains.

"Strengths Compared" are listed as "Attacker-Defender." The numbers indicate how much damage will be inflicted on the other unit.

"# of Rnds" is the number of rounds the battle will last.

"Str. Left" is the amount of strength the surviving unit will have remaining at the battle's conclusion.

### INFANTRY IN PLAIN/FOREST TERRAIN ATTACKING:

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 20-20 | 9 | Attacker | 20 |
| Infantry | Mount. | 15-20 | 10 | Defender | 25 |
| Infantry | Burb | 14-20 | 10 | Defender | 30 |
| Dug-In | Plain/Forest | 15-20 | 10 | Defender | 25 |
| Dug-In | Mount. | 12-20 | 10 | Defender | 40 |
| Dug-In | Burb | 10-20 | 10 | Defender | 50 |
| Armor | Plain/Forest* | 17-26 | 8 | Defender | 32/31 * |
| Armor | Mount.* | 15-26 | 8 | Defender | 38 |
| Armor | Burb | 14-26 | 8 | Defender | 44 |
| Comcen | Any | 10-20 | 9 | Defender | 50 |

* Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

### Infantry in Mountain Terrain Attacking:

| Defender Type | In What Terrain | Strengths Compared | # of Rnds | Winner Will Be | Str. Left |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 20-15 | 10 | Attacker | 20 |
| Infantry | Mountain | 15-15 | 13 | Attacker | 10 |
| Infantry | Burb | 14-15 | 14 | Defender | 16 |
| Dug-In | Plain/Forest | 15-15 | 13 | Attacker | 10 |
| Dug-In | Mountain | 12-15 | 14 | Defender | 16 |
| Dug-In | Burb | 10-15 | 14 | Defender | 30 |
| Armor | Plain/Forest* | 17-20 | 10 | Defender | 32/31 * |
| Armor | Mountain* | 15-20 | 10 | Defender | 38 |
| Armor | Burb | 14-20 | 10 | Defender | 44 |
| Comcen | Any | 10-15 | 14 | Defender | 40 |

* Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

### Infantry in Burb Terrain Attacking:

| Defender Type | In What Terrain | Strengths Compared | # of Rnds | Winner Will Be | Str. Left |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 20-14 | 9 | Attacker | 44 |
| Infantry | Mountain | 15-14 | 13 | Attacker | 15 |
| Infantry | Burb | 14-14 | 15 | Attacker | 2 |
| Dug-in | Plain/Forest | 15-14 | 13 | Attacker | 15 |
| Dug-in | Mountain | 12-14 | 15 | Defender | 16 |
| Dug-in | Burb | 10-14 | 15 | Defender | 30 |
| Armor | Plain/Forest* | 17-18 | 11 | Attacker | 10 |
| Armor | Mountain* | 15-18 | 12 | Defender | 8 |
| Armor | Burb | 14-18 | 12 | Defender | 16 |
| Comcen | Any | 10-14 | 16 | Defender | 20 |

* Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively

## TABLE 10.7 ONE-ON-ONE BATTLES COMPARISON CHART (CONTINUED)

### DUG-IN INFANTRY IN PLAIN/FOREST TERRAIN ATTACKING:

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 20-15 | 9 | Attacker | 40 |
| Infantry | Mountain | 15-15 | 13 | Attacker | 10 |
| Infantry | Burb | 14-15 | 14 | Defender | 2 |
| Dug-In | Plain/Forest | 15-15 | 13 | Attacker | 10 |
| Dug-In | Mountain | 12-15 | 14 | Defender | 16 |
| Dug-In | Burb | 10-15 | 14 | Defender | 30 |
| Armor | Plain/Forest* | 17-20 | 10 | Defender | 15/14 * |
| Armor | Mountain* | 15-20 | 10 | Defender | 23 |
| Armor | Burb | 14-20 | 10 | Defender | 30 |
| Comcen | Any | 10-20 | 10 | Defender | 50 |

* Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

### DUG-IN INFANTRY IN MOUNTAIN TERRAIN ATTACKING:

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 20-12 | 9 | Attacker | 52 |
| Infantry | Mountain | 15-12 | 13 | Attacker | 28 |
| Infantry | Burb | 14-12 | 15 | Attacker | 12 |
| Dug-In | Plain/Forest | 15-12 | 13 | Attacker | 28 |
| Dug-In | Mountain | 12-12 | 16 | Defender | 4 |
| Dug-In | Burb | 10-12 | 16 | Defender | 20 |
| Armor | Plain/Forest* | 17-15 | 11 | Attacker | 25 |
| Armor | Mountain* | 15-15 | 13 | Attacker | 10 |
| Armor | Burb | 14-15 | 14 | Defender | 2 |
| Comcen | Any | 10-15 | 14 | Defender | 30 |

* Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

**DUG-IN INFANTRY IN BURB TERRAIN ATTACKING:**

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 20-10 | 9 | Attacker | 60 |
| Infantry | Mountain | 15-10 | 13 | Attacker | 40 |
| Infantry | Burb | 14-10 | 15 | Attacker | 30 |
| Dug-In | Plain/Forest | 15-10 | 13 | Attacker | 40 |
| Dug-In | Mountain | 12-10 | 17 | Attacker | 20 |
| Dug-In | Burb | 10-10 | 19 | Attacker | 10 |
| Armor | Plain/Forest* | 17-14 | 11 | Attacker | 30 |
| Armor | Mountain* | 15-14 | 13 | Attacker | 16 |
| Armor | Burb | 14-14 | 15 | Attacker | 2 |
| Comcen | Any | 10-13 | 16 | Defender | 20 |

* Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

**ARMOR IN PLAIN/FOREST* TERRAIN ATTACKING:**

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 26-17 | 7 | Attacker | 49/48 * |
| Infantry | Mountain | 20-17 | 9 | Attacker | 32/31 * |
| Infantry | Burb | 18-17 | 11 | Attacker | 15/14 * |
| Dug-In | Plain/Forest | 20-17 | 9 | Attacker | 32/31 * |
| Dug-In | Mountain | 15-17 | 12 | Defender | 10 |
| Dug-In | Burb | 14-17 | 12 | Defender | 16 |
| Armor | Plain/Forest* | 20-20 | 9 | Attacker | 20/19 * |
| Armor | Mountain* | 17-20 | 10 | Defender | 13 |
| Armor | Burb | 16-20 | 10 | Defender | 20 |
| Comcen | Any | 10-20 | 10 | Defender | 50 |

* Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively. Subtract one from any surviving attacking armor's strength left to account for this.

## TABLE 10.7 ONE-ON-ONE BATTLES COMPARISON CHART (CONTINUED)

### ARMOR IN MOUNTAIN* TERRAIN ATTACKING:

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 26-15 | 7 | Attacker | 53 |
| Infantry | Mountain | 20-15 | 9 | Attacker | 38 |
| Infantry | Burb | 18-15 | 11 | Attacker | 23 |
| Dug-In | Plain/Forest | 20-15 | 9 | Attacker | 38 |
| Dug-In | Mountain | 15-15 | 13 | Attacker | 8 |
| Dug-In | Burb | 14-15 | 14 | Defender | 2 |
| Armor | Plain/Forest* | 20-17 | 9 | Attacker | 30 |
| Armor | Mountain* | 17-17 | 11 | Attacker | 13 |
| Armor | Burb | 16-17 | 12 | Defender | 4 |
| Comcen | Any | 10-17 | 11 | Defender | 40 |

* Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

### ARMOR IN BURB TERRAIN ATTACKING:

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 26-14 | 7 | Attacker | 57 |
| Infantry | Mountain | 20-14 | 9 | Attacker | 43 |
| Infantry | Burb | 18-14 | 11 | Attacker | 29 |
| Dug-In | Plain/Forest | 20-14 | 9 | Attacker | 43 |
| Dug-In | Mountain | 15-14 | 11 | Attacker | 15 |
| Dug-In | Burb | 14-14 | 15 | Attacker | 1 |
| Armor | Plain/Forest* | 20-16 | 9 | Attacker | 36 |
| Armor | Mountain* | 17-16 | 11 | Attacker | 20 |
| Armor | Burb | 16-16 | 13 | Attacker | 4 |
| Comcen | Any | 10-16 | 12 | Defender | 40 |

* Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

**COMCEN ON LAND TERRAIN ATTACKING:**

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Infantry | Plain/Forest | 20-10 | 9 | Attacker | 60 |
| Infantry | Mountain | 15-10 | 13 | Attacker | 40 |
| Infantry | Burb | 14-10 | 15 | Attacker | 30 |
| Dug-In | Plain/Forest | 20-10 | 9 | Attacker | 60 |
| Dug-In | Mountain | 15-10 | 13 | Attacker | 40 |
| Dug-In | Burb | 14-10 | 15 | Attacker | 30 |
| Armor | Plain/Forest* | 20-10 | 9 | Attacker | 60 |
| Armor | Mountain* | 17-10 | 11 | Attacker | 50 |
| Armor | Burb | 16-10 | 13 | Attacker | 40 |
| Submarine | Any | 20-10 | 9 | Attacker | 60 |
| Battleship | Any | 20-10 | 9 | Attacker | 60 |
| Carrier | Any | 20-10 | 9 | Attacker | 60 |
| Comcen | Any | 10-10 | 19 | Attacker | 10 |

* Armor is assumed to have only entered one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

**SUBMARINE ATTACKING:**

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Submarine | Any | 25-25 | 7 | Attacker | 25 |
| Battleship | Any | 34-34 | 5 | Attacker | 32 |
| Carrier | Any | 25-34 | 5 | Attacker | 50 |
| Transport | At Sea | 5-100 | 1 | Attacker | 100 |
| Comcen | At Sea | 20-10 | 10 | Defender | 50 |

## TABLE 10.7 ONE-ON-ONE BATTLES COMPARISON CHART (CONTINUED)

**BATTLESHIP ATTACKING:**

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Submarine | Any | 34-34 | 5 | Attacker | 32 |
| Battleship | Any | 25-25 | 7 | Attacker | 25 |
| Carrier | Any | 20-34 | 5 | Attacker | 60 |
| Transport | At Sea | 5-50 | 3 | Attacker | 95 |
| Comcen | At Sea | 20-10 | 10 | Defender | 50 |

**BATTLESHIP BOMBARDING*:**

| DEFENDER TYPE | IN WHAT TERRAIN | # OF ROUNDS UNTIL A FULL-STRENGTH DEFENDER IS REDUCED TO 55/30 POINTS |
|---|---|---|
| Infantry | Plain/Forest | 7/15 |
| Infantry | Mountain | 9/19 |
| Infantry | Burb | 11/23 |
| Dug-In | Plain/Forest | 15/31 |
| Dug-In | Mountain | 17/39 |
| Dug-In | Burb | 23/45 |
| Armor | Plain/Forest** | 9/17 |
| Armor | Mountain** | 9/21 |
| Armor | Burb | 11/23 |
| Comcen | Land | 9/17 |

* Bombardment (attacks from more than one square away) inflicts half damage when the defender's strength drops below 55 and cannot reduce the defender below 30.

** Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

**CARRIER ATTACKING:**

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Submarine | Any | 34-25 | 6 | Defender | 25 |
| Battleship | Any | 34-20 | 6 | Defender | 40 |
| Carrier | Any | 25-25 | 7 | Attacker | 25 |
| Transport | At Sea | 5-50 | 3 | Attacker | 95 |
| Comcen | At Sea | 20-10 | 10 | Defender | 50 |

**CARRIER BOMBARDING:***

| DEFENDER TYPE | IN WHAT TERRAIN | # OF ROUNDS UNTIL A FULL-STRENGTH DEFENDER IS REDUCED TO 55/30 POINTS |
|---|---|---|
| Infantry | Plain/Forest | 9/17 |
| Infantry | Mountain | 11/23 |
| Infantry | Burb | 13/27 |
| Dug-In | Plain/Forest | 17/39 |
| Dug-In | Mountain | 23/45 |
| Dug-In | Burb | 23/45 |
| Armor | Plain/Forest** | 11/23 |
| Armor | Mountain** | 13/27 |
| Armor | Burb | 13/27 |
| Comcen | Land | 9/17 |

* Bombardment (attacks from more than one square away) inflicts half damage when the defender's strength drops below 55 and cannot reduce the defender below 30.

** Armor is assumed to have entered only one space of forest or mountain, and so begins this battle not at 100, but at 99 or 98, respectively.

**TABLE 10.7 ONE-ON-ONE BATTLES COMPARISON CHART (CONTINUED)**

**TRANSPORT ATTACKING:**

| DEFENDER TYPE | IN WHAT TERRAIN | STRENGTHS COMPARED | # OF RNDS | WINNER WILL BE | STR. LEFT |
|---|---|---|---|---|---|
| Submarine | Any | 100-5 | 2 | Defender | 95 |
| Battleship | Any | 50-5 | 4 | Defender | 90 |
| Carrier | Any | 50-5 | 4 | Defender | 90 |
| Transport | At Sea | 10-10 | 19 | Attacker | 10 |
| Comcen | At Sea | 20-10 | 10 | Defender | 50 |

## THE SEVEN CLASSIC MANEUVERS

*Some statesmen and generals try to avoid the decisive battle. History has destroyed this illusion.*

*—Carl von Clausewitz,* On War

This section will take the principle of maneuver discussed in Chapter 7, focus it in on the *Global Conquest* battlefield, and flesh it out. The crucial game concepts of *facing* and *flanking* will also be explored in this section.

The seven classic maneuvers of conventional warfare are:

1. Penetration of the center;
2. Envelopment of a single flank;
3. Envelopment of both flanks;
4. Attack in oblique order;
5. The feigned withdrawal;
6. Attacking from a defensive position; and
7. The indirect approach.

*Penetration of the center* requires the least amount of planning and is usually the approach of choice for unprepared, uncoordinated, or hasty attacks. It is also the bloodiest maneuver for the player attempting it. Penetration of the center will succeed only when you have the advantage of superior numbers (at least a two-to-one ratio in *Global Conquest*). Of all the classical battlefield maneuvers, this one is the least preferable, particularly against cool, experienced defenders.

*Envelopment of one or both flanks* is much more to be desired, particularly in light of the flanking rules that follow. These maneuvers will require at least two groups of units, the first of which is used to draw an enemy unit's "attention" (i.e., engage it so that it faces in a particular direction). This attacking unit or group can be thought of as the "anvil." Another attacking group then maneuvers around to the sides, or flanks, of the defending unit and tries to engage it from any direction in which it is not currently facing. This group can be though of as the "hammer." Flanking attacks inflict considerable additional damage and are a highly preferred battlefield maneuver in *Global Conquest.*

*Attacking in oblique order* is like pushing a diagonal (i.e., oblique) line into an almost parallel straight line. The closest point of the

diagonal line will come into contact with one end of the straight line first, while the furthest end of the diagonal will come into contact with it last. Oblique-order attacks are for those who are good at timing. The principle here is to get the enemy to commit his reserves against the opening engagements of an oblique attack, then engage the center of his line to pin it down, and, finally, to deliver the decisive blow during the final engagements, after the enemy forces have been thoroughly committed and pinned. This maneuver is easier described than carried out, and you will probably find few chances to apply its subtlety in *Global Conquest*.

*The feigned withdrawal* is nothing but a ruse designed to achieve enemy disorganization by getting enemy units to move out of their prepared positions to pursue the withdrawing force. It is particularly useful for tricking enemy infantry units into digging out and leaving the safety of their burbs and mountains to charge after you. Because a moving enemy won't be as well organized as a static one, by stopping the feigned withdrawal and counterattacking (presumably with an additional surprise force), you may achieve victory in an open battle. If you can't break the enemy outright, then trick him into pursuit. It is difficult to do, but *very* effective. This maneuver works best when the defenders are led by an inexperienced player and you, the feigning player, have experience and a cool head.

*The transition from the* defensive *to the* offensive *is one of the most delicate operations in war.*

—*Napoleon,* Maxim XIX

*Attacking from a defensive position* is a military ideal. This maneuver *defines* a "proactive" defense and is as simple as a mighty counterattack by the prepared defenders and their reserves against the committed and pinned attacking units. There's nothing like having an enemy bash his head against your prepared defense until he's too weak to resist your counterpunch. Luring an attacker into exhausting himself against your "stone wall" is the tricky part. Generally, the attacking player must make a mistake and you must be prepared to capitalize upon it. One *active* way to lure an attacker into battle, remember, is by feigning a withdrawal. Can you feign one all the way back to a prepared defensive position? *That* would be the best of all possible worlds.

*The indirect approach* is the best of all possible maneuvers, according to the military masters. It consists of using the unorthodox to achieve a decisive surprise over an enemy force. This will set up battles that are won before the first shots are even fired. (Perhaps the definitive work on this subject is B. H. Liddell Hart's *Strategy*.) The essential element of the indirect approach is to determine what the enemy is *least* expecting and, by using that knowledge, to find a way to unhinge his military position. Hitting an enemy where he is prepared for an attack wastes your own precious forces against his strength. It's better to "hit 'em where they ain't," and thus to get *around* their strength, rather than exhaust your own units trying to wear down a prepared enemy position. The path of least expectation is usually the path of least resistance.

## Facing and Flanking

*He who understands how to use both large and small forces will be victorious.*

—*Sun Tzu,* The Art of War

When an unengaged unit first finds an enemy unit within its firing range, it automatically faces towards it (in one of four directions, with diagonals converted to horizontals). Note that units that are currently sharing a cease-fire will

*still* be selected by each other as targets (thus distracting them from *real* enemy units that might even be shooting at them). Allies' and teammates' units do not, however, distract each other in this manner.

The exact facing a unit takes can be observed by putting the cursor over the unit and looking into the Cursor Window. A small icon of the enemy unit that it is currently engaging in combat will appear either above, below, to the left, or to the right of the unit icon under the cursor. This indicates the direction in which that unit is currently facing.

A unit engaged with multiple enemies might change its original facing during a battle. Generally, it will strive to maintain its original target unless:

- The original target and the firing unit become disengaged;
- Another unit moves in closer; or
- A priority target moves in at *least as close* as the current target. (Priority targets are, in order: Comcens, spies, and transports).

This latter change is important to remember. Units *always* prioritize Comcens as targets, so when you use one as part of an attack, expect the Comcen to take the damage from the defender's fire, no matter how many other units attack in concert with it.

When a land unit (i.e., either infantry or armor) attacks another land unit that is currently engaged in combat (and thus already has a facing), the direction the second attacking unit comes from may affect the damage it does to the defender. Attacking units that manage to hit a defender from the sides (or flanks) do 50 percent more damage than units attacking through the defender's front-facing direction. If an attacking unit manages to hit the defender to the rear of its facing, the damage it inflicts is *doubled*. For example, say you want to eliminate a single dug-in infantry unit in a burb (very tough). You have two units, an infantry and an armor, to do the job with. Lead with a straight-on attack by the infantry unit and order the armor unit to race around the dug-in enemy. When both your units engage him, you'll be hitting the defender from more than one side and, whichever unit the enemy is facing, your other attacking unit will be inflicting additional damage. This is an ideal way to make short work of individual defending units. Use it every chance you get!

## GENERAL COMBAT TECHNIQUES

*There are circumstances in war when many cannot attack few, and others when the weak can master the strong. One able to manipulate such circumstances will be victorious.*

—*Tu Yu,* The T'ung Tien

Now we get to the "sizzle" of combat in *Global Conquest*. The next three sectionsof this chapter will teach you every tricky combat tip, tactic, and technique that the brain trust behind this book could come up with. These were forged in actual use and proven in countless games of *Global Conquest*. Take them to heart, and your advantage on the battlefield will be great indeed.

## TROOP ROTATION

*Watch BookFlm1, Ochre, Turn 25.*

*No bastard ever won a war by dying for his country. He won it by making the other poor, dumb bastard die for his country.*

—From the opening monologue of the film Patton

It is better to have reduced-strength units than dead ones. From this astute observation, you can deduce that the trick is to eliminate as many enemy pieces as possible while losing the fewest in return. Fighting when units are full-strength will, obviously, add to their longevity on the battlefield. Ganging up on enemy pieces with more than one of your own at a time is another excellent way to keep the loss ratios favorable. In a nutshell, learn not to let your units die. Pull them out of losing situations and do all you can to preserve your strength. While this can be particularly difficult for pinned infantry units, you must strive to rotate fresh troops into every battle, on land or sea, and pull greatly reduced units out so that their survival is assured and repairs can be made to them.

Therefore, always lead with your strongest units. Pull them out when they become reduced enough to face elimination during the next turn, and let any fresh troops available continue the fight. The surest way to accomplish this is to have your fresh unit move in closer to the enemy than your depleted unit that needs to be pulled out. By this method of switching the unit that's targeted by the enemy and, therefore, "taking the lumps" in a battle, you'll preserve more of your units. Try not to fight to the last strength point of a unit unless it's hopelessly pinned or is in a desperate battle from which you cannot disengage.

## Closing In(fantry)

*Watch BookFlm1, Amber, Turn 7.*

It's difficult to get infantry units to close in within one square of (i.e., adjacent to) an enemy land unit. This is because two squares is "shooting range" and, once the shooting starts, infantry units have a habit of getting pinned in place at a two-square range. Here are three useful techniques for getting infantry units in close with the enemy:

One method is to simply approach the enemy from the diagonal. The two-square firing radius given in Table 10.5 does not reach two squares diagonally, so an approach from this direction is out of enemy firing range. Simply move in another square closer on the diagonal and you'll be at a one-square range to your target, facing horizontally.

Another technique is to use the "leapfrog" approach. This entails using the body bridge building technique described in Chapter 5. Simply make sure that there is a stationary friendly unit at a two-square range from the target to leap over. When an infantry unit saves up enough Movement Steps, it can "leapfrog" right over it into the battle and be within a one-square range.

The final method, of course, is to simply paradrop the infantry unit adjacent to the enemy unit (assuming that the landing site is not a burb, dock, or ocean square).

## The Comcen Concern

*Chieftains should never rush into confrontations.*

*—Attila the Hun*

As mentioned in the section on facing and flanking, above, Comcens automatically become preferred targets in battle. Consequently, avoid committing your Comcen to a battle, *especially* against non-native forces that might leap out and pursue your Comcen to its death. While Ned automatically and aggressively commits his forces to the pursuit of an enemy Comcen, wily human opponents can be far more subtle and devious.

Use caution when committing your Comcen!

One real killer for an exposed Comcen that is assaulting an enemy burb is a surprise enemy reinforcement. A sudden native-uprising random event, or a human player transferring funds to the besieged burb, might create the newly produced unit that delivers the coup de grace to an unsuspecting Comcen. *Always* keep your Comcen at full strength and, whenever possible, out of harm's way.

## The *Conquest* Carrier Conga Line

*Watch BookFlm1, Amber, Turn 22.*

When maneuvering an armada of ships into hostile waters, use proper naval unit deployment (submarines closest to the enemy, then battleships, then carriers and transports safely to the rear).

An easy way to organize a complex fleet maneuver is to set your course with a single submarine. Then order your other submarines in that fleet to *pursue* that first one. Have your battleships pursue those pursuing submarines, your carriers pursue the battleships, and your transports pursue the carriers. When you've formed such a "conga line," if trouble should be encountered along the way, all three classes of ships will be in firing range at approximately the same instant, while the transports will be deployed safely to the rear. If you're fortunate enough to be able to include a spy in the armada, lead with that instead of a submarine. That way, enemies can be spotted long before the shooting starts and you'll have more time to better deploy your fleet and launch air strikes against the enemy.

## Three-on-One Tactical Lines

*Seen frequently in every book film.*

For land units, with their two-square firing range, having troops packed tightly together will allow all of them to mutually support each other in many battle situations. Three units, overlapping each other in a row, make for a particularly formidable concentration of firepower when confronting an enemy head-on. Each of the three units will likely be firing at the same target and thus you'll be dealing three blows to the target for every one it returns. This straight tactical application of the principle of mass is *the* essential ingredient for favorable loss ratios in battle. (Naturally, this approach works most easily against native units, which, by their nature, are stationary and will not reposition themselves to concentrate their firepower back at you.)

## Hiding Reserves

*The number of fresh reserves is always the chief point looked at by both commanders.*

—*Carl von Clausewitz,* On War

A wise commander will not commit all his forces in an area. Instead, he will opt to keep some in reserve, either to deal with enemy surprises, or to commit them in order to insure a victory or exploit it afterwards. This tactic teaches you to conceal your *true* strength from the enemy by hiding your reserves. Units that are firing at each other, obviously, are scanned, but the units behind them need not be. If you put "second-line" or "second-wave" troops in sneak mode, they have a better chance of remaining hidden until needed. By recognizing the right moment to reveal these hidden reserves (usually the Planning Phase after troops begin to lock horns in combat and many enemy units are pinned), a battle can often be decisively swung to the advantage of the player who "kept a few aces up his sleeve."

## Firstest With The Mostest

*Seen frequently in every book film.*

It is said that battles are usually won by "getting there firstest with the mostest." This is certainly a good thing. (Napoleon's standing orders to the commanders on the army's wings were to "march to the sound of the guns"—meaning that a battle in progress should be reinforced with every soldier available as quickly as possible.) The question remains, just how "fastest" *should* troops get to a battlefield?

Using the blitz mode of movement will expedite every unit except armor (in most circumstances—see Chapter 5 for "speed limit" details). However, blitzing is done at an attrition rate of two strength points per pulse (until the destination is reached or the unit bottoms out at 20 strength points). To be a good general, you have to develop a sense for seizing the right moment and knowing when the time saved by blitzing forces to a battle outweighs the loss of strength they'll suffer while getting there.

## Pursuing Enemies

*Watch BookFlm2, Magenta, Turn 12.*

*Pursuit is a second act of the victory, in many cases more important than the first.*

—*Carl von Clausewitz,* On War

Remember the phrase *pursuit unto death.* Let that be your axiom for *Global Conquest.* Letting your opponent's units live to fight another day is a bad policy. When the enemy is beaten, if you have the strength, pursue him! Finish off those retreating enemy units whenever possible. Even if it takes using Blitz move orders to catch up with routing enemy hordes, do not let them consolidate; do not let them take up prepared defensive positions; do not let them repair; and above all, do not let them *live.* Here, armor makes the best sabre in the back of retreating enemy land forces. Carriers, too, will be particularly useful for mopping up after decisive sea battles (because of their long firing range). The only good enemy unit is a dead enemy unit.

# ATTACK TECHNIQUES

*Many assume that half efforts can be effective. A small jump is easier than a large one but who, wishing to cross a wide ditch, would leap across half of it first?*

—*Carl von Clausewitz,* On War

It is unwise to enter a battle *hoping* to win. A player launching a deliberate offensive operation should already have determined that he *will* win it before ever committing troops to it. Here are some techniques that will help you take the offensive and win more battles.

## Strive for Flank and Rear Attacks on Land

*Seen frequently in every book film.*

*The enemy's rear is the happy hunting ground for armor. Use every means to get it there.*

—*General George S. Patton, Jr.*

Flank and rear attacks should be a vital part of any concerted attack plan. Unless the haste involved in a direct frontal assault is mandated, the firepower advantage awarded to flanking units is simply too good to pass up. Nothing eliminates enemy units faster (and thus keeps friendly losses down) than vicious coordinated flank and rear maneuvers. Learn them, love them, live them.

## Waiting for Coordinated Attacks

*Watch BookFlm3, Ochre, Turn 12.*

There is a reason the Wait command exists in *Global Conquest*. It's there so you can coordinate your units to strike at an enemy at approximately the same instant. Sending units into battle one by one means having them defeated piecemeal.

It's not enough simply to have greater numbers when attacking an enemy. Your engagements against defending units must be coordinated. This will insure that your units receive the least possible amount of return fire from the enemy. As important as it is to eliminate enemy units, if this is done sloppily, without proper coordination using the Wait command, friendly attrition (and unit losses) will be much higher than necessary as a result. Don't fritter away your forces needlessly through reckless, hasty attacks. Many armies have been lost for the want of a single battalion, so preserve them through coordinated attacks!

## The "Sneak-and-Dig" Infantry Approach

*Watch BookFlm1, Cyan, Turns 26-25.*

Infantry can increase their viability on the battlefield by digging in before engaging the enemy. While this is easier said than done, it *can* be done and, whenever time permits, it *should* be done. To accomplish this, the infantry units must move up toward the enemy in sneak mode and then stop *exactly* two squares away. This distance puts them within firing range (once you reveal them), but out of enemy scanning range (while they dig in). Use the time it will take them to dig in to coordinate the rest of your attack.

Once securely dug into these "offensive trenches," your infantry units will only start shooting when you reveal them by unsneaking them during a Planning Phase. Naturally, the perfect moment for unsneaking these dug-in devils will be in coordination with the *big assault*.

## Using the Blitz Command in Attack

*Watch BookFlm3, Magenta, Turn 9.*

The Blitz command has two important roles in an attack. Primarily, it is used to rush troops to a closely contested battle in the hope of turning the tide to your advantage. For a player considering an offensive, however, it can also be used to launch attacks across considerable distances with thunderclap surprise or, at worst, to keep slower-moving infantry units advancing as fast as their "naturally" faster armored cousins.

This latter operation is risky for two reasons. First, units will seldom get a chance to attack unannounced ("out of the blue," as it were). Often the enemy has a fairly good idea of nearby troop dispositions (unless units have been sneaking—and sneaking and blitzing cannot be combined), and will be prepared to receive an attack, be it fast or slow. Second, the attrition suffered by blitzing attackers while closing to their firing range could decide the battle before enemy units are ever engaged.

Enemy units that are already weakened or disorganized make the best targets for hasty "quick-blitz" attacks. Here the goal is to reach them before they can repair or regroup themselves enough to effectively resist your blitzing units.

## Armored Onslaughts

*Watch BookFlm1, Ochre, the entire game.*

Tanks are the arm of decision in offensive land warfare. Because of their greater speed and the difficulty of pinning them (see Chapter 5), armor units will be able to achieve flank and rear attacks more often than infantry units. On the other hand, armor will also be able to disengage, retreat, and repair when battles are going poorly (living to fight another day) more easily than their footslogging infantry counterparts. In attack or defense, mobility is the key to individual unit survival.

Add to this the fact that armor units repair faster (because they don't have to waste several pulses digging in first), move out faster (because they never have to dig out before moving and they accumulate Movement Steps at a higher rate than infantry), cross the countryside faster (about twice as fast as infantry), and almost never need to move in blitz mode (since they gain nothing because of the "cross-country speed limit" described in Chapter 5), and you have enlisted killer jackrabbits. Combine all these advantages with armor's superior firepower over infantry and you're looking at knights in armor indeed.

Infantry, particularly when dug in, makes for a cheaper yet effective defense. Armor, however, holds the reins on maneuvering and, therefore, on tactical flexibility. For players with some imagination who would like to develop their skills in tactics, armor will be the key to winning cross-country battles. If there are land campaigns in your future, learn how to use the advantages of armor units.

## The 500-Pound Gorilla Technique

*Watch BookFlm1, Ochre, Turns 17–16 .*

There's an old joke: "Where does a 500-pound gorilla go? Anywhere it wants to." The same is true for a large mass of units (particularly swift and strong armor units on a large continent). Taking the principle of mass to its logical extreme, you'll find it useful to build a huge concentration of force and clobber enemy garrisons one by one like a great, lumbering gorilla. This can cause real problems for your enemies because the only thing that can really stop a 500-pound gorilla is *another* 500-pound gorilla.

The disadvantage to this technique, of course, is that even a 500-pound gorilla can only be in *one* place at a time. Often, putting together a mass of strength this large requires you to strip away garrison detachments in the rear, leaving the gorilla's owner vulnerable to counterattacks where the mass of his force is not.

Be careful to maintain the effective strength of the 500-pound gorilla once you've created one. Garrisons should not be readily detached from it and combat losses must be replaced, lest you end up with a 98-pound weakling gorilla that the enemy can neatly cage.

## The Economic Engine Siege

In scenarios with lots of oil, swamps can become giant, concentrated resource clusters and the city or town closest to the swamp can become an economic engine of epic proportions. It's the same for mountain burbs on mineral-rich worlds. When Ned gets hold of a city like this, he'll tend to fill it with airplanes and try to vaporize assaulting units with multiple air strikes as they try to advance under his watchful air force. Reduce these cities by first taking away their resources when you can find them, then skirmishing at the longest range of the defending player's air force until attrition brings it down to a manageable level. At that point, you can more easily launch your assault on these economic engines.

## Divided Command Dilemma

History has proven that the weakest part of a line is the "joint" between two forces. In *Global Conquest*, forces are pretty homogeneous unless you're attacking two players' units at the same time. Presumably, the two players attacked will be allies (although this doesn't necessarily have to be true). Often, each player will feel it's the other's responsibility to commit the forces necessary to blunt your attack (which will, of course, preserve his own force). Their lack of "unity of command" can often be decisively exploited by a judicious attack that divides their forces.

## Blitzkrieg Tactics

*Watch BookFlm3, Amber, Turn 7.*

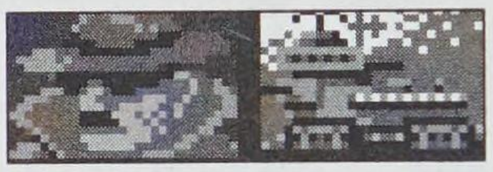
Generally, battles are won when you best utilize all of the strengths inherent in each unit type, when a "combined-arms" force is employed. This brings airplanes squarely into the picture, and the most common tactic for which they are well suited is the blitzkrieg (or "lightning-war") attack on land.

In its simplest form, this is an attack in which airplanes are used first to reduce the strength and mobility of the defenders, which is accomplished through simple strike missions. (In *Global Conquest*, strike missions also prevent their targets from repairing for four pulses per air strike: see Table 5.4). Infantry forces are then sent out to engage the enemy's attention to the front and pin down their forces while armor units bypass strongly held enemy positions and maneuver around to the flanks and rear of the enemy, thus attacking them at a considerable advantage. In addition, further air strikes or paradrops are made to harass the enemy's rear areas. These missions will prevent the arrival of nearby enemy units trying to reinforce the enemy forces and to further trap and reduce the defending force under attack.

Naturally, blitzkrieg tactics assume an advantage in air power, because much of the attack's momentum comes from decisive air operations. It takes time to master a successful combined-arms blitzkrieg attack, but it will prove well worth learning, time and again. It is the technique by which land battles are made decisively successful.

## Bombing Comcens and Spies into Oblivion

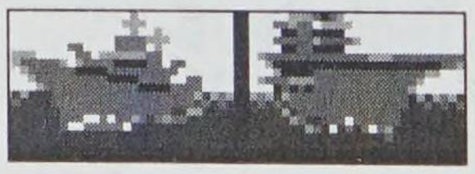
*Watch BookFlm1, Magenta, Turn 2.*



Spies, once found, can often be struck by airplanes and eliminated when other units cannot get in close enough to finish the job. Comcens, on the other hand, cannot be killed by air strikes alone when they're on land, but can be bombed into oblivion while at sea (see Table 10.6 for all the details). Watch for opportunities to eliminate these enemy special units by air; you should even consider kamikaze missions to do the job! (Conversely, of course, never let your own Comcen be caught at sea in the teeth of several enemy airplanes.)

## Shore Bombardment

*Watch BookFlm2, Amber, Turns 22-21.*



Shore bombardment by battleships and carriers from more than one square away is a slow, sure way to reduce an enemy land unit's strength. When there are multiple land units in a coastal burb, multiple ships can

bombard them concurrently, but you might have to fiddle your ship's tactical positioning to make sure that each enemy land unit is actually targeted. Battleships are about 20 percent to 25 percent more effective than carriers are at bombarding, but carriers have twice the range (six squares, as opposed to three for battleships) and thus can bombard some inland burbs.

Though bombarding is always done at a distance greater than one square (so that the ship is safe), the time may come when you want to have ships close in with an enemy unit and risk its coastal fire. Ships that close in can "distract" a land unit, causing it to face toward the now-adjacent ship and leaving it vulnerable to flank and rear attacks from its landward side. Note that this is a *highly* delicate and risky operation, but when you're assaulting a coastal burb, it can be quite effective. With any luck, the burb will have a dock so that the injured ship—and it will be severely injured—can be repaired immediately.

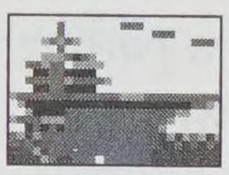
## Anti-Sub techniques

*Watch BookFlm2, Ochre, Turns 22–21.*

Because of their stealthiness, submarines are tough critters to kill. By the time you discover them, they've usually gotten in the first shot! This can be particularly bad news for carriers, because they do only 25 points of damage to submarines and submarines answer back with 34 points of damage to the carriers. Therefore, there are really only two ways to deal with enemy submarines. One is to have your ships travel in groups so that they'll have the advantage of numbers if they get into combat with enemy submarines. Take special care to pursue whatever enemy subs you spot and, whenever possible, try to attack them from more than two squares away (the sub's maximum range). The other technique is to prioritize air strikes against subs whenever possible (air strikes are particularly effective against subs).

## Anti-Carrier Techniques

*Watch BookFlm2, Cyan, Turn 17.*



The best way to take out an enemy carrier is to sneak a friendly submarine up to it. Failing that, simply charge it! If you put other ships in pursuit of enemy carriers, they'll close in eventually. (Blitzing with pursuers will probably only be necessary if the carrier is blitzing.) In firing duels, battleships inflict 34 points of damage upon a carrier, which returns fire with only 20 points of damage, so pursuing with a battleship is a profitable way to go. Basically, isolated carriers are vulnerable whenever you make the effort to kill them. If you have to fight your way through a carrier's fleet escort, however, that's another matter entirely.

## Air-Sea Battle Observations

*Watch BookFlm2, Magenta, Turn 18.*

Air support in naval battles can occasionally be decisive, although more often it is not. Airplanes are really only designed to do significant damage to submarines (34 points at short range) and transports (50 points at short range). Naturally, kamikaze attacks will double this (see Table 10.7), but it's seldom worth the cost of a lost airplane.

Thus airplanes are relegated to a "support" function in naval battles and are not usually decisive by themselves. To make matters worse, they have a greater chance of mission failure when striking enemy battleships, carriers, and Comcens (see the mission failure formula,

above). Though they may help reduce the strength of an invasion force of enemy transports, rarely will they have the time to sink them all before they can get to shore.

One good technique for using airplanes against ships it to have them finish off weak ones. Airplanes can deliver killing blows during a Planning Phase, before enemy ships can withdraw, and, best of all, those ships won't get a parting shot against your navy before they go down.

## Amphibious Assaults

*Seen frequently throughout BookFlm2.*

This can be the most intense exercise in *Global Conquest* (or, indeed, in warfare in general). Coordinating land, naval, and (whenever available) air forces in a proper amphibious operation takes considerable planning and a good sense of timing.

A standard amphibious assault can usually be broken down into three steps: clearing the seas and preparatory bombardment of the land targets; the approach and landing of amphibious land units; and initial combat and "moving off the beaches."

The first step, clearing the seas and preparatory bombardment, is fairly straightforward. Obviously, you shouldn't put your transports into an area where enemy ships (particularly submarines) are about. Once the immediate area is cleared of enemy naval units, the fleet might should begin to shore-bombard targets in the vicinity. This may include air strikes by air units aboard carriers in the invasion armada. Alternately, you may want to use airplanes in the invasion force to conduct other missions (such as reconnaissance of the area inland from the designated landing site to scan for enemy reserves, or dogfighting nearby enemy airplanes).

The second step, approach and landing, creates some interesting tactical problems. An invasion should always lead with infantry units. They're the best transport types in sea-to-shore combat (twice as effective as armor transports). In fact, infantry are almost as good when fighting from transports as when fighting from the land (see Table 10.6). Occasionally, the "beach" to be landed on will be an unoccupied burb square adjacent to a dock square. In this case, using infantry units is still the way to go because, once they land in the burb proper, they receive a better defensive bonus for occupying it than armor does.

If the landing is not going to be contested, again, lead with infantry. An infantry unit that digs in on a coastal land square creates a beachhead there that other units can move through on their way to and from the ocean. These beachheads are only slightly less efficient at embarking and disembarking land units than dock squares (see Chapter 5). Thorough use should be made of them, particularly if the enemy is unaware of your landing or already has his forces tied down elsewhere and cannot react quickly to the invasion.

Combat and moving off the beaches are the last step of an invasion. Here, you may want to get in close with ships and risk enemy coastal batteries. Again, try to risk only infantry units in invasion combat. Once a landing site is cleared, however, armor units should be brought ashore and threats made to the enemy's inland areas. Continue to use your navy in a support role to keep up the pressure along the coastline adjacent to the beachhead, both to slow enemy counterattacking forces and to soften up your next objective. By quickly capturing a burb with some docks, you can rapidly build up a presence on that continent that the enemy may never be able to dislodge; from there, you can launch further offensives against him.

## Basic "Burb-Bashing" Techniques

*Seen frequently in every book film.*

Land units defending a burb are the greatest challenge for attackers. They are in good defensive terrain and, in the case of infantry, are usually dug in and ready for a fight. The key to attacking them, therefore, is to use every offensive advantage you can find.

Air strikes are particularly useful for softening up land units defending in burbs (since there are no terrain advantages against air strikes). While shore bombardment also has its place, it is slower than air strikes, which can be applied "surgically" to specific defending units and at precise times.

Concentrating firepower on one defending unit at a time is critical when assaulting burbs. Usually a defender will not want to leave the protective terrain of the burb itself, which will make it easier to pick them off one by one.

Be sure to try to gain flanking fire bonuses whenever possible. Units in burbs will take many hits to eliminate when attacked only frontally. The extra firepower that comes from flanking and rearward attacks will be greatly needed for burb-bashing.

Finally, consider closing all the way into the burb itself. Don't forget that it's protective terrain for *everyone*, not just the owner. Usually, only armor units will have the speed required to get within the burb's city limits without being pinned in the process (although the "Closing In(fantry)" technique, discussed above, is specifically designed to help here). If you plan to get into the burb itself, try to pack some armor—it will simplify your job. Note that this "charge in there and let the devil take the hindquarters" burb-bashing method will usually be quick and decisive, but it is also far more costly for the attacker as a rule than a long, carefully planned and executed siege.

## Advanced "Burb-Bashing" Techniques

*Watch BookFlm3, Ochre, Turn 6.*

When you're attacking a native burb defended by more than one unit, the units will often be found in a straight line. Though this line can be rolled up one native defender at a time by using the basic "Three-on-One" tactical approach, this will make for a fairly long siege and might concentrate casualties too heavily on a single friendly unit (thus destroying it).

A faster siege for "advanced burb-bashing" can be conducted by using the "sneak-and-dig" approach for infantry units and positioning them parallel to the native defenders. When this technique is used in conjunction with a couple of other available "damage-maker" units (airplanes, naval units conducting shore bombardment, or units closing in from other directions for flank attacks), enemy burbs can go down much quicker if you destroy all the native units at once, rather than driving through end-on, one native unit at a time.

## The Metroplex Munch

*Watch BookFlm1, Amber, Turns 11-9.*

Assaulting an enemy metroplex is not as difficult as it might seem, and can usually be pulled off if the attack is well coordinated and the metroplex is not heavily garrisoned. Since the three squares of a metroplex that face the center of the board are all dock squares, invading land units will have an easy time putting ashore. Metroplexes are also quite isolated, making them vulnerable to shore bombardment and difficult for the defender to run back and reinforce (a strong naval blockade will keep the enemy from coming to the rescue of his own metroplex). If you really make the effort, you can take out a metroplex and use it to quickly replace the losses you suffered in its capture

while leaving it to build its own garrison. All in all, taking one is a good day's work and the rewards are usually worth the effort.

## The Native-Held "Cap Kill"

*Demonstrated in all three book films.*

*The requirement of military art calls for careful calculation and a sense of timing if success is to be achieved. What is possible at one moment may not be feasible at the next; opportunity is a fleeting matter and it requires a good commander to recognize it and seize it.*

*—David D. Chandler,*
The Military Maxims of Napoleon

Capturing the native capital will always be tough. With five dug-in defenders, it will be expensive to take—expensive either in time for a careful siege, in casualties for a "rush-in" attack, or a combination of the two. Use every technique in the book for this one, particularly preparatory bombardment and picking off one unit at a time with concentrated firepower. Flanking maneuvers can be costly because the defenders are usually set up in a plus (+) shape, but if you can gain a flank or rear attack, do so.

If the native capital is its own nine-square island in the middle of the board, it will be *doubly* difficult to capture. Assaulting with wave after dying wave of infantry units while keeping the sea lanes clear of marauding, opportunistic enemy submarines can become a nightmare exercise in friendly casualty-counting. If any of your infantry units get ashore, however, that will often be the turning point in conquering the island capital.

One excellent technique for the assault against an island capital is to eliminate one of the native infantry units first. Then, along the side where the native unit was eliminated, line up a row of two to five battleships on the ocean squares touching the capital. (Carriers, submarines, and spies may be substituted, but battleships will do the most to soften up the rest of the native defenders by bombarding them during this operation.) If you order your infantry transports to enter the capital through this line of battleships, they will stay out of the firing range of the native defenders until they can safely "leapfrog" ashore over the battleships. Granted, it will take them several pulses to do so (spread out over at least two turns), but your invading infantry units will not get shot at as helpless transports. Instead, they can "fight standing up."

## The Unconquerable Burb

Occasionally, you will "conquer" a burb and *not* receive ownership of it. It may *look* conquered, but it really isn't. *This is not a bug in the program!* Instead, one of the following situations is preventing you from claiming what is rightfully yours:

- The owner is benefiting from the "submarine flagpole technique," described below.
- The conquering units are on dock squares, rather than in the burb proper. Units on dock squares cannot conquer burbs.
- The Pope is visiting.
- There is a treaty between the conqueror and the burb's owner.
- The burb might be jointly conquered by non-teammates. Thus, neither player can claim possession until one of them leaves.

Don't start complaining when you occupy a burb that refuses to fall. Figure out the cause and remove it!

## Random Event Opportunities

There are times when the random event cards will create an excellent opportunity for attacking, especially against the native capital. These are described in detail in Chapter 14 on a card-by-card basis.

# DEFENSE TECHNIQUES

*The defensive form of war is, in itself, stronger than the offense. [However] defense in itself is a negative exercise, since it concentrates on resisting the intentions of the enemy rather than being occupied with our own.*

—*Carl von Clausewitz,* On War

Overall, defense is more difficult than offense in *Global Conquest*. There are not nearly as many "Fancy Dan" techniques to show you. Those that *have* been selected will help you wear down your attackers so that you can turn around and take the offensive yourself. Remember, the best defense is not entirely *re*active to an attack. It should also be *pro*active, in setting up counterattacks that will bring you decisive victories though counter-offensives.

## Forming Squares in Burbs

*Watch BookFlm1, Magenta, Turns 11–9.*

This is an extension of the "Three-on-One Tactical Lines" technique. Concentrating firepower on the defense is just as important as it is for the offense. One tactic often used during the Napoleonic wars applies nicely to burb defense: the forming of troops into squares.

This tactic was developed to take slow-moving infantry units and form them into tight little squares so that the enemy's swifter cavalry units could not attack them from the flanks or the rear (squares have a 360-degree facing, which lines of troops do not have). In *Global Conquest* terms, substitute the word *armor* or *paratroops* for *cavalry* and the same principle applies. To form a square takes many units—eight, at least, if you want to completely pack the outer squares of a burb with units.

This densely-packed square on defense has the double advantage of creating concentrated firepower in every direction and preventing enemy penetration into any ungarrisoned burb squares. Unfortunately, eight units to complete the square (nine, if you want to fill the center for even more concentrated firepower) are a lot to waste on defense, so this is seldom practical. The only exception might be when you're defending the capital in a capital scoring scenario *(then* it's a near-must).

Instead, you'll have to settle for packing the forward-facing sides of a burb with all of the defensive units you can muster and hope that, shoulder-to-shoulder, their concentrated firepower can keep the attackers out. If there are additional defenders available, they should be placed in the two other corners of the burb to help cover the flanks and rear of the burb's defending forward line.

## The Burb Cluster Fire Brigade

Generally, players will control burbs in clusters. A good way to make your defenses formidable is to leave whatever garrison you deem necessary in each burb (usually a single dug-in infantry unit, but this varies with the burb cluster's proximity to perceived danger) and keep a mobile "fire brigade" group of units centrally located within the cluster. This group of units can be dispatched to rush over to any

single burb under attack. Keep your "fire brigade" strong enough to either repulse enemy attacks or, at least, buy time for your burb's defenders. Use the time bought by delaying your attackers either to raise a relief force to meet this new threat or to prepare stronger defenses elsewhere.

## The Invisible "Burb Reserve"

When you have units garrisoning a burb, one way to feign weakness there and "sucker in" an attacker is to keep some or all of the garrison in sneak mode. Such a ruse is designed to mislead an attacking enemy into committing inadequate forces to take your burb because he thinks you have fewer troops there then you do. This will present an excellent opportunity for you to launch a strong counterattack from your prepared defenses. Ultimately, it may even lead to the fall of the burb from which the enemy launched his ill-fated attack. These sneaky "invisible burb reserves" have their diabolical use in creating a sudden surprise shift in a battle's balance of forces after it's too late and the troops are already engaged.

## Blitzing to the Defense

Occasionally, the outcome of a battle for a burb or resource will teeter right on the brink, ready to go either way at some point during the next Execution Phase. At this time, the player with the last surviving unit will carry the day and control the objective. It is during these "too-close-to-call" situations that you must decide whether it's worth blitzing infantry units over to battle in the hope that they'll carry the day for you. Bearing in mind the high attrition rate of two strength points per pulse, the question might be, "Will they be fit enough to fight when they get there?"

A related question is whether to send in airplanes to reinforce a burb under attack. If there is a real risk of losing the burb, the answer is an emphatic *no*. The only exception might be if the airplane is transporting an infantry unit as a reinforcement for the battle. The cost of losing a burb full of airplanes is terrible, so remember that airplanes should be flying *out* of endangered burbs, not into them!

The key to rushing to the defense of a burb is that it will not change ownership until the *very end* of the Execution Phase. Any miracles that you can plan now that will happen within the time span of the eight pulses should be considered. A good deal of player morale hinges on winning (and losing) the "close ones," so you'll want to make the extra effort to devise a plan that puts you on the winning side.

## The "Last-Second Build" Defense

The moment you perceive that a burb is threatened, one way to improve its defenses is to help it complete its current production. This might require spending a few precious Planning Phase moments transferring some funds to do it (see Chapter 11). Unfortunately, the unit paid for today will not appear until the beginning of the next Planning Phase, but this is a plan worth considering. If it backfires, of course, and the enemy captures the burb during the next Execution Phase after you've just sunk all that money into it, the new unit appearing there will be an immediate reinforcement for the conquering enemy (which is doubly painful).

## The Submarine Flagpole Technique

This technique is so dirty that it's embarrassing to share it. Remember how control of a burb passes when it's

solely owned by a single player (or by cooperating teammates)? One highly effective method for keeping control of a port burb that is attacked from its landward side only is to park a submarine in the docks. This submarine will remain invisible to enemy land units in the burb (and, therefore, will not be attacked by their coastal fire). Since it is disputing control of the burb, that burb will remain in the original owner's hands (as shown by the colored flag in the Cursor Window when that burb is selected). The attacking player who otherwise would have captured the burb will have to call in some naval units (because it would be futile to risk turning his land units into transports) in order to secure that port burb's dock square. In the meantime, the owner can be making all kinds of trouble for the occupying army by building new units, basing airplanes, and rushing reinforcements there.

## Air Defense

*Watch BookFlm1, Cyan, Turn 22.*

If such a thing is possible, the best air defense is, coincidentally, a good air offense. Having a large number of available airplanes in the vicinity of a battle is a sure way to harass enemy air operations in an area. Naturally, the temptation to use these available airplanes for your own purposes will be great, but *not* using them leaves them available as the optimal air defense. In addition, airplanes will do a passive reconnaissance if they remain active at the end of the Planning Phase (see Chapter 6).

## Covering the Long Stretches: Pickets and Patrols

*He who attempts to defend everything defends nothing.*

*—Frederick the Great*

Your troops simply can't be everywhere at once *in force*. Often there will be wide expanses where your defenses will be "blind" (i.e., no one is around to keep them scanned) and the enemy can, therefore, surprise you there. The trick, then, is keeping some eyes out in these quiet areas without committing a lot of precious units to them.

One way is setting up pickets (stationary units) between front-line burbs so that the enemy does not drive between them unnoticed. Another way is to "patrol" areas. Patrolling is a move accomplished by having a unit's movement orders intentionally "loop" (see Chapter 5). The unit will continually move back and forth along its patrol route until destroyed or given new orders. Patrols are particularly good for keeping an eye on long, isolated coastlines and narrow waterways. Consider using them as part of your proactive, intelligence-gathering defense of quiet areas.

## Defending With Allies

*Only those defenses are good, certain and durable which depend on yourself alone and your own ability.*

*—Niccolo Machiavelli,* The Prince, 1513

How much can you really count on an ally in helping with your defense? Invariably, it will be a difficult thing to coordinate tactics, for the nuances of square-by-square maneuvers must be determined separately by each player when they are allied (teammates need not suffer this problem, but they have others—see Chapter 12). While some general strategies can be worked out (e.g., "You defend this area and I'll support you by defending that one"), that's usually about as far as an alliance's defensive preparations can really go with any hope of a high degree of efficiency.

The lesson? Don't count on pulling off any

brilliant tactical victories with the help of an ally. Plan your defenses as though you were the only one present and hope that the relief column your ally *might* send will arrive in time. (Hey, it worked for Wellington at Waterloo—it might work for you too.)

## Defending the Native-Owned Capital

Yes, *defending* the *native*-owned capital, not attacking it! In scenarios where owning the capital is the scoring method, if no player actually owns it, one player will still be in the lead. If that player is you, it is to your advantage to *prevent* the capital from falling to another player. This will preserve your lead, which you may be able to maintain till the end of the game.

The trick to defending a native-owned capital is not to inadvertently help the person(s) attacking it. That mistake is caused by getting so close that you end up firing on the capital's defenders. Patrolling around the outskirts (particularly with submarines when it is an island capital) and controlling a nearby burb from which air strikes can be launched against other players are priority operations. Intervention with land units can be tricky, as we've explained, but dropping paratroops behind attacking enemies is a good way to disrupt their designs on capital conquest by messing up their facings and pinning them between the natives and your paratroops.

## Scorched-Earth Tactics

*Watch BookFlm3, Cyan, Turn 13, Pensacola.*

If, during a planning phase, the handwriting is on the wall and an enemy is about to capture your burb, don't leave him any presents. Conquerors *love* to find stacks of bucks or nearly completed units in their newly acquired burbs. If someone is crushing you, don't do him any favors.

Instead, when one of your burbs is a goner, open up its Burb menu and perform some "scorched-earth tactics." If that burb is in the process of producing a unit, switch production to begin on the most expensive and least useful unit that burb can possibly produce for the enemy. If the burb is a village with a half-produced infantry unit, turn the production off and then restart it to leave only one turn's worth of building. If the burb is sitting on a stack of bucks in its burb bank, transfer them out of there with all possible speed (see Chapter 11) and *then* start production on a "stupid" unit for the conqueror.

## REPAIRING THE DAMAGE

In almost every conceivable circumstance, a live unit with one strength point is better than a dead one. That live unit can be brought back up to full strength (100 points) by being repaired at a friendly-owned, allied, or teammate's economic objective. When a unit is stationary at one of these repair sites (which are also economic objectives—see Chapter 11), is not firing or being fired at, and has a U-Count of zero (see Chapter 5), *after* it has dug in (for infantry units) it will automatically begin to repair itself. Repairs are done at a fixed rate, every other impulse, shown in Table 10.8.

As a way of remembering these repair rates, keep in mind that they're the same as the bucks generated by each of these economic objectives per turn (see Chapter 11). Also, to determine a full turn's worth of repairs, multiply the repair rate by four. By doing some simple math in your head, you can quickly calculate how many turns

**TABLE 10.8** REPAIR RATE TABLE

| TERRAIN TYPE* | POINTS REPAIRED EVERY OTHER PULSE |
|---|---|
| Resource | 2 |
| Village | 4 |
| Town | 6 |
| City | 8 |
| Metroplex | 10 |
| Native Capital | 10 |

* A dock repairs at the rate for its burb size.

a unit will need to be down for repairs before returning again to its full strength.

Obviously, the lower a unit's remaining strength, the more time it will save by seeking out a larger burb to repair in. "Poor" worlds (with mostly villages) can be a logistical nightmare for attacking forces on the move that need to repair quickly to keep their momentum going. Seizing cities instead of villages offers the double advantage of a larger economic prize and a superior repair facility.

## FLAG-RAISING

*There are many old generals and many bold generals, but there are not many old, bold generals.*

—Barracks axiom

With this battery of lessons, presented as a combination of blackboard theory and specific, filmed "how-to" techniques, you are now truly armed with the necessary knowledge for battle. Now that we've come through the fine points of combat, it's time to raise the flag triumphantly over the battlefields of *Global Conquest* and move on to other areas of knowledge that will strengthen your chances for final victory. One vitally important element in winning battles is *having* an army in the first place! To that end, turn to the next chapter, where the secrets of the game's economic system will be revealed.

# Gimme that Wartime Economy

*Pecuniae obediunt omnia. (All things yield to money.)*
—Roman proverb

It always takes money to fight wars. In *Global Conquest*, this truth becomes a game element through a simple economic model. Each player's present and potential strength is tied to his *economic base* of burbs and resources. This chapter will explain where money comes from, how far it goes, and how to save it, spend it, and transfer it where it will do you the most good.

## MONEY MAKES *GLOBAL CONQUEST* GO 'ROUND (A PRIMER)

Except for your starting forces (an infantry in every burb you select, plus the units that begin in your home metroplex), most of the new pieces you receive during the game will have to be built. New units are built in friendly burbs. During the Execution Phase of every turn, these burbs generate the basic economic unit of *Global Conquest*, *bucks*.

Bucks are "paid" to build new units as a burb accumulates them. At the beginning of the Planning Phase that *follows* the Execution Phase in which enough bucks have been paid to buy a new unit, the unit will appear as a reinforcement at that burb, provided the burb has a large enough income to support the unit and room for it to appear. If you change your mind about producing a unit before it's completed, all the bucks spent on it thus far are lost and the burb begins on the next unit from scratch.

Any "change" left over after a unit is built is either: (1) applied to the next unit of that same type, which the burb automatically continues to produce; (2) applied to the next unit of whatever type gets built there if you change production at that point; or (3) placed in the burb bank (less an

immediate 25 percent, rounded up) if the city is taken off-line from production.

A burb that is taken off-line from production will save its bucks every turn, less 25 percent for burb maintenance. Each burb is also charged a fee of either one, two or three bucks per turn for every unit that it is currently *supporting* (i.e., units that are still in the game that this burb has previously built or other such units that have been assigned that burb as their new "home"). The costs of supporting a unit vary according to the scenario. Unit support costs are the second thing deducted on the burb's balance sheet (as shown on its Production menu), right after any debt that may have accrued in its balance.

Each burb's balance represents that burb's own private little savings area, which we'll call a *burb bank* (or, for those living in Southern California, a *Burbank*), where unspent bucks can be saved up and transferred. When a burb is captured, its current partially produced unit and its entire burb bank balance will fall, intact, to the enemy.

Bucks can only be transferred to or from a player's overall savings account, called the *treasury* (which is accessed from the Burb menu). Bucks are transferred in denominations of ten ($10) only. Ten bucks taken from a burb bank become ten bucks added to the treasury. Ten bucks taken from the treasury, however, become only *five* bucks when added to a burb bank (because of corruption and the other expenses of a large central government). Bucks may also be transferred to other players.

## WHERE DO BUCKS COME FROM?

*Boundless money is the sinew of war.*

—*Marcus Tullius Cicero,* Philippics V, 44 B.C.

In *Global Conquest*, you don't "have to have money to make money," but you do have to have at least one burb. Fortunately, every player begins the game in possession of his own metroplex and, probably, more burbs besides. Burbs (and resources) generate bucks during the Execution Phase of each game turn. (You can tell this from the frequent score changes during the Execution Phase of economic scoring scenarios, as described in Chapter 8).

Specifically, income is calculated for a burb in this order: First, resources add their income of two bucks each to their (assigned) nearest friendly burb. After that, for each ally a player has, 25 percent, compounded, is added to every burb's total income. "Compounded" means that the first ally multiplies the burb's total income by 5/4, a second ally will make this multiplier 25/16, and a third ally will raise the alliance bonus multiplier to 125/64 (whew!). All of this is shown in Table 11.1.

Each burb is its own little independent

**TABLE 11.1** ECONOMIC INCOME TABLE

| BURB TYPE | BASE VALUE[1] | WITH 1 ALLY 5/4 | WITH 2 ALLIES 25/16 | WITH 3 ALLIES 125/64 |
|---|---|---|---|---|
| Resource[2] | +2 | | | |
| Village[3] | 4 | 5 | 6 | 7 |
| Town | 6 | 7 | 9 | 11 |
| City | 8 | 10 | 12 | 15 |
| Metroplex/ Capital[4] | 10 | 12 | 15 | 19 |

# = Bucks generated per turn.

#/# = Ally income bonus multiplier.

[1] And repair rate (see Chapter 10).

[2] Resources are added into a burb's base value *before* computing the ally bonus. Oil may allow a burb to build armor and air units; minerals may allow a burb to build naval units, depending on scenario-defined restrictions.

[3] May build infantry units only.

[4] These are the only burbs that may build spies.

economic engine. It has a separate burb bank to hold its bucks, independently pays the support cost for each unit that calls that burb home, and builds new units right there within its boundaries. You cannot voluntarily put your burbs in a "deficit spending" situation by producing or assigning more units to a burb than it can support. When this situation does occur, the burb will eat away at its treasury until it reaches negative one buck ($-1), at which time some unit(s) that call that burb home will become unsupported (see below).

There are two ways to analyze the way a burb's economic engine is running. One is to call up its Production menu. The top half of that menu gives the burb's name; registers its current burb bank balance (if any); shows its total income per turn (according to Table 11.1); deducts its support overhead burden per turn (completes with the unit icons of the support recipients); indicates the bucks it has already spent producing the current unit as a negative number (and shows an icon of that unit's type); and gives the amount of any surplus bucks lying around, ready to be transferred to its burb bank on the next turn.

A burb's Production menu can be accessed by doing a held click with the left mouse button over any vacant square of that burb (including its docks) or through the map while in terrain mode (entered via the Terrain button, whose hotkey is F3). While you're in terrain mode, burbs and resources on the map will all be color-coded by owner, with icons of the units being produced in friendly burbs. In this case, the unit strength bars represent their percentage of production completion. While you're in terrain mode, a quick click on a friendly burb calls up its Production menu. Changing production takes place on the lower half of a burb's Production menu and will be discussed a little later on.

Another way to get to a burb's Production menu is by clicking on that burb's line of the Burb menu. This highly useful menu can only be accessed by hitting the Burb button, whose hotkey is F6. This menu works like a master control panel for production. The Burb menu shows, at a glance: every burb you own; its type; the number of oil and mineral resources currently attached to it; what unit type (if any) it is currently producing and how many turns away that unit is from being complete; how much it receives in income and spends on support *each turn*; plus how many bucks it currently has in its individual burb bank. Totals for these last three categories are also given along the bottom of the

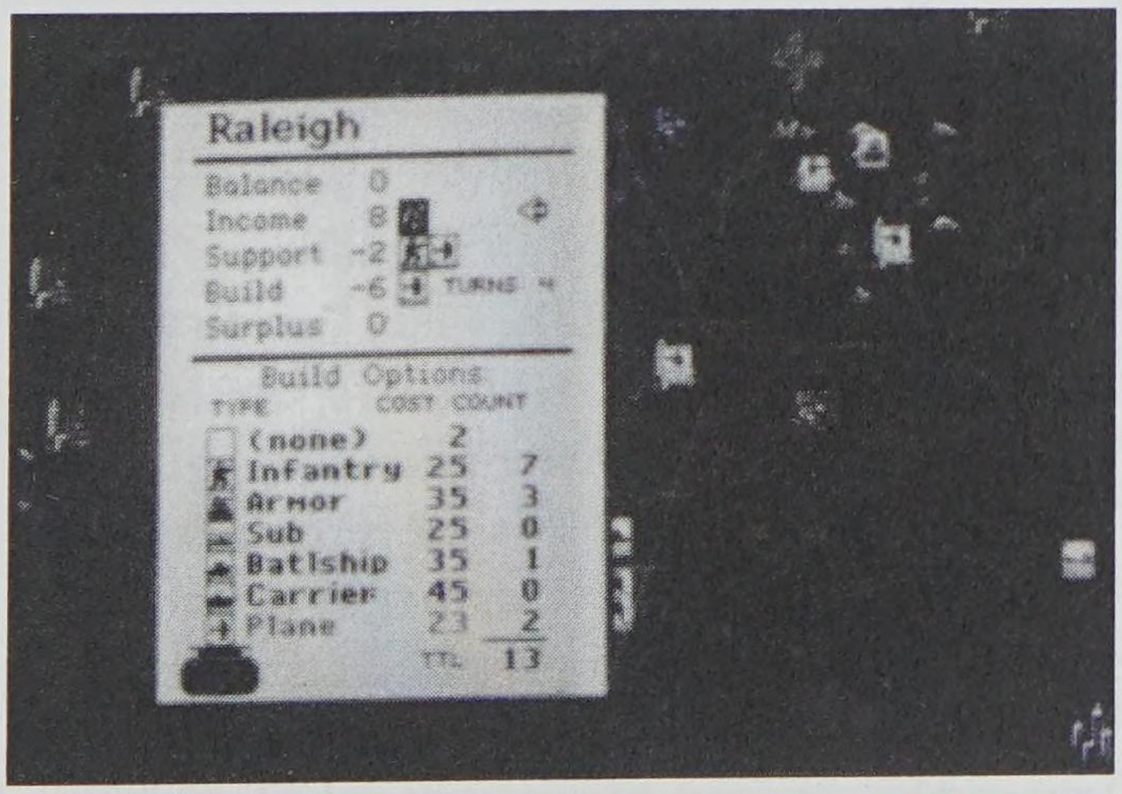



**Figure 11.1** A Burb Production menu

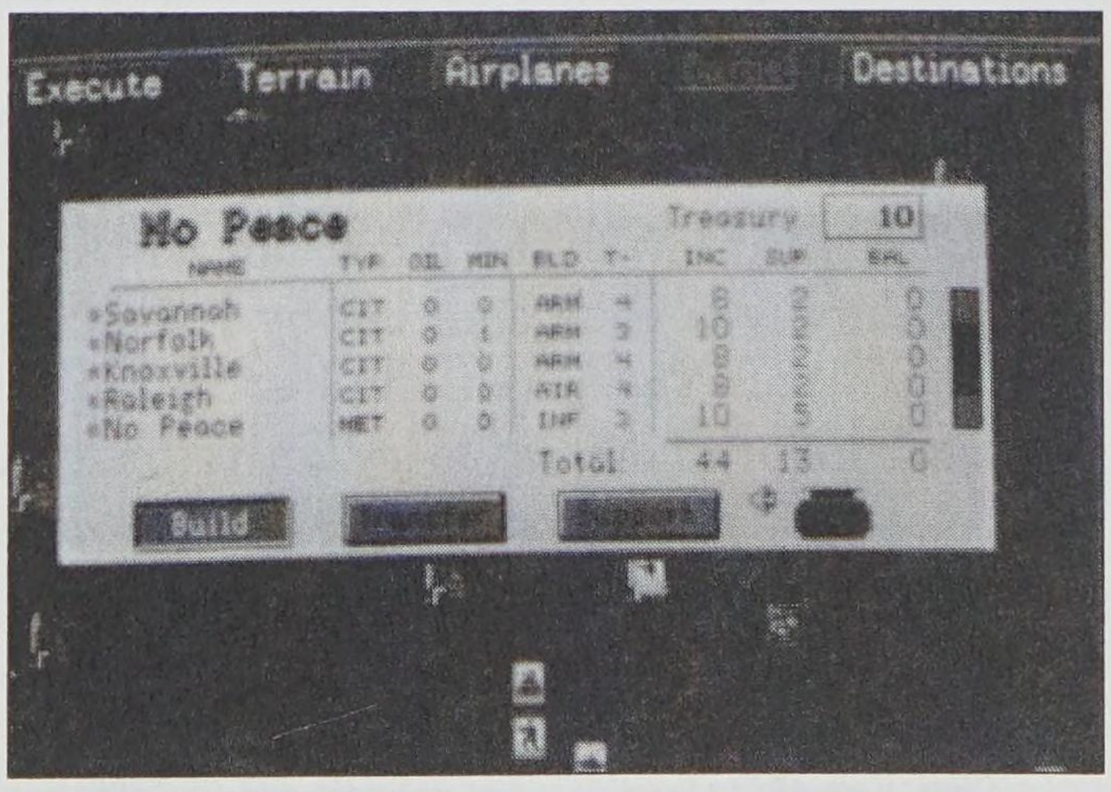



**Figure 11.2** The Burb menu

menu. How the Build, Transfer, and Support buttons work will be discussed soon.

## Resources

Resources add their value to the owner's nearest friendly burb. One burb can have no more than seven resources attached to it. The trick, of course, is finding them. Resources can only be spotted by adjacent land units or Comcens. Because of its high speed over adverse terrain (see Chapter 5), when your Comcen is not otherwise employed, have it "go prospecting" and comb the swamps and mountains behind your lines in a careful search for overlooked resources.

In scenarios that feature a large amount of a given resource type, carefully search the terrain it resides in. If there is a lot of oil, find the burb nearest to a large swamp, capture it early, and explore the swamp thoroughly. Likewise for a burb in the mountains in scenarios featuring a lot of minerals. These burbs, when combined with plentiful, nearby resources, will become economic engines of epic proportions.

## Resource Restrictions

Besides adding their value, certain scenarios attach a special significance to the two different resource types, oil and minerals, by restricting production for burbs that are not near them. In these scenarios, towns and cities can produce only infantry-type units until nearby resources are controlled. The production of villages (which can produce infantry units only), metroplexes, and the capital (which can produce all unit types available at all times, including spies) are not affected by these scenario-defined resource restrictions.

The specific resource restrictions affect production by resource *type*. Oil, which is found in swamps (the plus-shaped ones in particular—see Chapter 4), allows all town and city burbs within a 25-square radius of the owner to produce armor and airplane units. Minerals, which are found in mountains, likewise allow the towns and cities within a 25-square radius of the owner to produce naval units (assuming that they have a dock square, of course—or that an Amphibious Ships event is in play).

Resources negate these restrictions only for the player who actually owns them. They will *not* remove production restrictions for burbs belonging to an ally or teammate. If a burb loses a key resource while producing a unit of a type restricted to it, it *will* be able to complete the production of that unit, but will automatically go off-line once it is completed.

For example, in an economically restricted scenario, Amber's Los Angeles is within a 25-square radius of an Amber-owned oil well and is producing an airplane. Another player captures the one and only oil well that allowed L.A. to build tanks and airplanes in the first place. Los Angeles can finish producing the airplane currently under construction, but it will automatically switch off production after that airplane is built.

## Man-Made Resources

Resources may be plentiful or scarce on a given world in *Global Conquest*, depending on the scenario parameters. Likewise, infantry units may or may not be allowed to exploit the landscape and thus create resources on plain, forest, mountain, and swamp terrain squares. When resource restrictions begin to seriously hinder your production possibilities, it's time to consider creating *man-made* ones to get the units you need built.

Creating man-made resources is accomplished by moving an infantry unit into a plain, forest, mountain, or swamp square and selecting the Exploit option on its Unit menu (the hotkey is [E]). To be eligible to exploit a terrain square, the infantry unit must not have its strength reduced *from battle damage* (i.e., it *can* be at reduced strength through movement or support attrition and still be able to exploit).

Exploiting a mountain square always creates minerals; exploiting a swamp square always creates oil. Exploiting a plain or forest square has a random, 50-50 chance of creating either. Man-made resources will look identical to the natural ones, but there is one crucial difference: all man-made resources will eventually become depleted (i.e., removed from the game), as described below.

## Resource Depletion

If the world's limit of potential man-made resources is reached (see below), one of them will become depleted on the next turn, guaranteed. Otherwise, all man-made resources automatically last for four turns, after which they begin to check for depletion. Man-made resources created in the "unnatural locations" of plain or forest squares have a 1/8 chance per turn of depletion (after their first four "free" turns of existence). Man-made resources created in the more familiar setting of mountain or swamp squares operate according to the same formula, but have their depletion chance halved, to 1/16 per turn.

For the non-mathematicians out there, this gives a man-made resource an average life expectancy of 12 turns in plain or forest terrain and 20 turns in mountains or swamps. Assuming their owner controls them and makes no alliances for the duration of their existence, they will produce a steady two bucks per turn, making their average lifetime income 24 and 40, respectively. Depending on the cost paid to produce the infantry unit that is automatically eliminated in the exploitation process (this cost varies by rank: 25 bucks for a corporal, 20 for a captain, and 15 for a general), you can see that, over the long haul, creating resources in exchange for infantry units usually makes good economic sense. Of course, killing off your own infantry units can be quite disadvantageous in the short run, but difficult decisions are one of the burdens of rank.

## World Economic Limits

In a *Global Conquest* world, there can be a maximum of 50 burbs and a total of 85 economic sites (burbs plus resources). For example, if a game had 48 burbs on the map, a maximum of 37 resources could exist. If that same game had 22 natural resources on the map, only 15 man-made resources could be created through exploitation (thus reaching the resource limit of 37 given in this example). If you try to create more than the limit, the warning "Not a good site" will appear on the Topline. When the limit of 85 resources is reached, on the next turn one of the man-made resources will be depleted.

## "Burban Renewal"

Infantry exploitation, depending on the scenario parameters, can also used to upgrade villages to towns and towns to cities. Again, the infantry unit sacrificing itself must not be reduced by battle damage. Unlike exploiting the land for resources, however, exploiting burbs is *not* an automatically successful proposition. While the exploiting infantry unit is still eliminated in the process, its death only buys you a *chance* of

upgrading a village or town. The probability of success is 30 percent to improve a village to a town and half that, or 15 percent, to improve a town to a city.

Thus it might cost many infantry units to improve a single burb, depending on your luck. While these "burban renewal" odds are not that great, consider this: Unlike exploiting man-made resources, the effect of exploiting villages and towns is *permanent*. Another, more important advantage comes in exploiting a village up to a town. Villages can only produce infantry units, remember, whereas towns can produce everything but spies (possibly subject to the availability of nearby resources). Thus, over the long haul, it is generally wise to exploit villages up to towns and reap the double rewards of a permanent 50 percent production increase from them (from four to six bucks per turn—which will allow that burb to support a second unit in three-bucks-per-turn-support cost scenarios), plus giving that burb the ability to build units other than just infantry.

### Diplomatic "Interest"

As illustrated in the Economic Income Table (Table 11.1), forging alliance treaties with other players is a good way to supplement both allies' income. Each alliance a player has increases the income received from all burbs and resources by 25 percent. This bonus does not apply to cease-fires nor to teammate treaties, only to *alliances*. Alliances are symbolized by a set of double arrows between player icons in the Icon Corner.

Another way to make money diplomatically is to have other players give it to you as a *bribe* (i.e., a transfer of bucks from their treasury to yours). While this is nice if you can get it, often a certain amount of coercion is required to pry money out of your opponents. All the details on diplomacy and bribery are given in the next chapter.

## SAVING AND TRANSFERRING BUCKS

Knowing how bucks are created (and how more bucks can be generated through exploitation and diplomacy) is one thing. Saving them and spending them wisely is another. This section will deal with the former. There are two basic ways to save bucks: taking burbs off-line from production and earning the *quickness bonus*.

### Saving Money the Old-Fashioned Way

A burb that is taken off-line from production will save its bucks every turn, less 25 percent for maintenance of the burb itself. This money will accumulate in its burb bank until it either reaches (approximately) 400 bucks, is spent, or is transferred to the treasury (which can hold 65,535 bucks). Under the economic-based scoring system, a buck saved in a burb bank is a point earned toward winning the game (see Chapter 8).

Besides the need for scoring points in economic scenarios, there are other good reasons to save money in burb banks. Often, burbs in the rear, away from the battles, are secure enough to be taken off-line so they can save their bucks. Money in a burb bank offers you production flexibility in two ways. First, you can delay deciding what unit to have that burb build. This allows you to observe the situation on the board while it develops further so your production can be set at the latest possible moment to meet your changing military needs. Second, the money can be transferred out to the treasury and back again to another burb that has a greater need for it (presumably this would be a burb near a hotly contested sector of the front).

## Receiving the Quickness Bonus

Each turn, one player will receive the quickness bonus for being the first one to press the Execute button (F1). The quickness bonus is five bucks, which is added to the winner's treasury. This little bonus can build up to a nice little nest egg over time and makes a good savings plan for speedy players (see Chapter 13).

In a multiple-*human*-player game, the first human player to press the Execute button, or F1, receives the quickness bonus. If time expires during a fixed-time scenario without any human player hitting the Execute button, every player has an equal chance of receiving it. When playing solo against three computer players, you will get the quickness bonus automatically if you press the Execute button, or F1, within 10 seconds of the start of the Planning Phase. Between eleven seconds and two minutes, each player still in the game has an even chance to get those five free bucks. After two minutes, you're no longer eligible for the quickness bonus. One of the computer players will automatically receive it (each has an equal chance).

## Shuffling Bucks Around

To move money from one location to another, you must enter the Burb menu (either by clicking on the Burb button or pressing F6) and select the Transfer button. Money must be either transferred to or from your treasury (no straight burb-to-burb or burb-to-other-player transfers are allowed).

Money is transferred ten bucks at a time, so your burbs or treasury will only be available for withdrawals if they have at least ten bucks in them. When one is selected, the cursor becomes a buck icon and you will be prompted where to click next along the Topline so as to complete the transaction.

Ten bucks taken from a burb bank become ten bucks added to the treasury (although this will cause a loss of five points in economic scoring scenarios—see Chapter 8). Ten bucks taken from the treasury, however, become only *five* bucks added to a burb bank (as we've explained). This will not, however, affect your score in an economic scenario, because bucks in burb banks score twice the points as bucks in your treasury. Again, see Chapter 8.

Finally, in keeping with the old adage that "a fool and your money are soon partners," you may bribe other players by transferring bucks directly from your treasury to theirs. After withdrawing ten bucks from your *treasury* (*not* from a burb bank, although they can transfer bucks to your treasury first), move the buck icon over to the color of the player you want to bribe in the Icon Corner. The amounts on the top bills of both players' "stacks o' cash" will change instantly (as will their point totals in economic scoring scenarios). What you might expect in return for your largesse from another human player is discussed in Chapter 12. (What you'll get from Ned, however, is a guaranteed *nothing*—bribing him does no good at all.)

# WRECKING YOUR ENEMY'S ECONOMY

There are three ways to wreck your enemy's economy in *Global Conquest*:

The first and best way is to capture his burbs and resources. This has the double advantage of not only wrecking your neighbor's economy, but also adding to yours. Ultimately, this will increase your score and is the way to win the game.

If an enemy's economic holdings cannot be captured right away, the second best way to bring economic ruin to him is to bomb his cities and resources. Resources are particularly

vulnerable, because they are usually very difficult to protect against enemy bombing missions (see Chapter 10). In fact, owning resources near the front line can become quite a liability for this very reason, so consider *not* capturing front-line resources until they're safely out of enemy bombing range. Remember, Table 8.5 shows that bombing enemy economic objectives is twice as effective at short range as at long range. It also gives the attacking airplane a greater chance of surviving the mission.

Bombing enemy burbs can have a devastating effect if a single burb (or its resources) becomes the target of repeated, multiple (preferably short-range) bombing strikes every turn. Each hit reduces the burb's bank balance *even to the point of deficit*. A burb's deficit must be completely paid off *before* that burb can support its units and before any bucks can be used toward production. Thus, if you run up a huge deficit in an enemy burb, not only will production be halted, but the units it is supporting will suffer terrible "no-support" attrition (which will be explained shortly). Often these unsupported units include the burb's own garrison, making it easy prey for a follow-up assault. A burb's deficit is shown in red in the BAL ("balance") column of the Burb menu.

Finally, spies can be used to sabotage the production of the enemy burbs they are located in by adding eight bucks per turn to the cost of the unit currently being produced there. For example, a burb that is producing ten bucks per turn will only move two bucks closer to completing the unit being produced each turn. One that produces six bucks per turn will be two bucks *further away* from completion (added straight to the cost of the unit being produced, which cannot exceed 99 bucks through sabotage). This "time extension" of production, while not as ruinous for the enemy as a strategic bombing induced-deficit, will be removed if the sabotaging spy's owner subsequently conquers the burb. (It will remain if any other player conquers it, however.)

## SURVIVING ECONOMIC RANDOM EVENT CARDS

Beyond the woes that may befall you through the above-mentioned economic disasters that enemies may inflict upon you, certain random events might also rain on your parade for five turns at a time (which is the duration of their effect). The economically tragic random event cards include Diplomacy Disrupted, Economic Downturn (and Upturn), Labor Strike, Native Uprising, Space Pirates, and Taxpayer Revolt. What do you do when these events occur? Why, see Chapter 14, of course!

## BUILDING AND MAINTAINING UNITS

The preceding sections explain all there is to know about money in *Global Conquest* except for the last little detail, *spending it*. More important than spending your bucks, however, is spending them *wisely*. In this section we will cover both, beginning with the cost of units as presented in Table 11.2.

Table 11.2 shows the costs for every unit by type and player rank. The notes also indicate the restrictions on production of certain unit types by resource availability or particular burb type. A restriction concerning resources (oil and minerals) applies only to scenarios in which that option is in play (see Chapter 15), as was explained, above, in the section on resources.

### Building Units

Building units is a simple process of calling up a burb's Production menu (either directly, by

**TABLE 11.2** UNIT COST CHART

| UNIT TYPE | COST TO BUILD BY RANK CORPORAL | CAPTAIN | GENERAL |
|---|---|---|---|
| Infantry[1] | 25 | 20 | 15 |
| Armor[2] | 35 | 30 | 25 |
| Submarine[3] | 25 | 20 | 15 |
| Battleship[3] | 35 | 30 | 25 |
| Carrier[3] | 45 | 40 | 35 |
| Spy[4] | 85 | 80 | 75 |
| Airplane[2] | 35 | 30 | 25 |

# = cost in bucks to produce.

[1] Infantry is the only type that can be built in villages.

[2] May require oil within a 25-square radius of the burb.

[3] May require minerals within a 25-square radius of the burb.

[4] May be produced only in metroplexes or in the capital.

clicking on an empty square of the burb, or by clicking on that burb's line while the Build button is selected on the Burb menu) and choosing the unit to be built. All of the net revenue (after deficit reduction and support costs are paid) generated in (or transferred into) a burb will then be applied toward that unit's completion. This is provided that the burb will be able to support that unit once it is built (if not, production will freeze automatically near completion). If you change your mind and switch production before a unit is completely built, all of the bucks spent on it are lost and the next unit will be built from scratch.

Newly produced units are announced in two ways: in the Update window (which you can click on to zoom to a location) and in the Burb menu. This latter announcement is less readily apparent, because the Burb menu must be opened for you to see it, but it is no less useful. The Burb menu shows all of the burbs that have just produced new units by highlighting in *red* the unit types they have just built and the number of turns until other units of those same types will be built again. (Burbs keep cranking out the same unit type repeatedly until their production is switched or halted.)

Whenever you see a burb listed in the Burb menu with this information in red, it tells you two things: that a new unit has just appeared there, and that this is a good time to switch production (since all accumulated production has been spent on the newly produced unit, none will be lost by switching at this time).

Also, as can easily be seen on the Burb menu, when either a red unit or no unit is indicated under the BLD ("building") column, there are often bucks in the last column (the BAL or "Balance" column for the burb's bank). When a red unit is listed as just built, the few bucks in the burb's bank balance are the "change" left over from its production, and will be applied toward the next unit built, or can be saved if the burb is taken off-line at that point.

## Supporting Units

Newly built units are to their producing burbs what children are to parents—a lifelong financial drain [grin]. The more you have, the larger that drain will be. In *Global Conquest*, this drain is referred to as *supporting* units, which keeps them operating normally. When a unit becomes unsupported, it quickly gets into trouble.

Units will not be built if they will cause a per-turn deficit situation for their burb because of support costs. Thus a village (four bucks per turn) in a scenario in which unit support costs

are three bucks per turn, could never produce more than one unit. This situation would last until it either received some resources or was raised to a town through exploitation. While another unit *can* be constructed, it won't be *completed* until it can be properly supported by the burb producing it. Such a unit's production will stay in limbo, one turn short of completion, until its constructing burb's economic situation improves.

A unit becomes *unsupported* when its home burb is captured by an enemy or is otherwise economically devastated through enemy bombings or random events. When a burb can no longer support its units, they become unsupported (if it can only support *some* of its units, they will be randomly determined). For those rare times when a burb is running at a deficit per turn (this can be seen on the Burb menu by the presence of a red number in the SUP, or "support," column), it will spend its burb bank down to minus one buck ($-1) before some of its units become unsupported. If you keep its burb bank flush through transfers of bucks, however, its units can remain supported indefinitely.

## The Effects of Being Unsupported

All unsupported non-airplane units suffer immediate attrition at the rate of one strength point per pulse (i.e., eight points per turn). This attrition will occur until the unit hits a "floor" of 10 strength points, beyond which lack of support will not further reduce a unit. Unsupported airplanes can only fly transfer missions. Worst of all, an unsupported unit cannot be repaired (it must find a new home first).

## Solving Your Logistics Problems

The question is how to deal with the "homeless problem" among units that have no support. The answer is, obviously, to find them a new home! To be suitable as a new home, a burb must be producing enough bucks to pay the unit's support cost every turn (from one to three bucks, depending on the scenario parameters). To attach a unit to a new home burb, either move it there and select "Home" from its Unit menu or open the Burb menu (F6) and click on the Support button, thus entering support mode.

While you're in support mode, select a burb from the list (presumably one that you've seen has low support overhead) and the display will change to the map, with the cursor over the selected burb (it will also be highlighted by a thick line around it). On the map will appear all of the units that the burb is currently supporting, plus all of your unsupported units, whatever their locations may be (you may have to zoom the map around to find them all). The Cursor Window now lists only the burb's size, its income, support, and name (to be used as a quick reference when searching for burbs to support homeless units). While you're in support mode, pressing Enter while the cursor is over one of your burbs will scroll it to the next one (displaying the units *it's* supporting, plus all non-supported units), and so forth.

To change the home for a unit while in support mode, click on it, then select a new home for it from among your burbs by clicking on the chosen burb. In this manner, units may be reassigned to different burbs as you deem most efficient. When time permits, for example, it can be a good idea to take the support burden away from front-line burbs (assigning their units to safer burbs in the rear) so that the front-line burbs can accumulate bucks faster and produce new units more quickly. Finally, there is a tricky, automatic way in which a new home is assigned to a homeless unit. If it is in a burb on the turn when it is conquered, that burb is automatically assigned as the unsupported "liberating" unit's new home. (Too bad it doesn't give them more incentive to fight!)

## Efficient Housing

Early in the game, when you don't control many burbs, it's often wise to free up your metroplex's production capabilities to keep producing "specialty" (i.e., non-infantry) units quickly. Do this by "homing" the metroplex's units (including the airplane on your Comcen, if you're really serious about this) on the first burb or two that you capture. This will free up the metroplex's support burden from these starting units and speed up its production of new specialty forces there.

## The "T -1 And Holding Phenomenon"

Occasionally you'll see that a unit will take 99 turns to produce. This means that the burb in question has a zero or negative income and, therefore, will finish producing the unit when its cash flow becomes positive again. This can also occur when the income is low enough that it will take more than 29 turns to produce the new unit. Another frustrating thing you'll find is that when you check to see how much longer a unit will take to be built, the build notification becomes a "T -1 and Holding Phenomenon."

This latter event shows a burb with a unit nearly built and the burb generating enough bucks to complete it on the next turn. The problem is that the unit simply never arrives. What happened? Is this a bug? No. You've hit a production limit, that's all. When this happens, it's one of three things:

1. It could be that the world unit limit has been reached (there can only be 50 airplanes and a total of 200 other units, including natives, on the board at one time). While this is highly unlikely in most scenarios, if you suspect this is the case, just wait a turn. A unit is bound to die off somewhere and that may make room for your new unit (provided that other players' new units don't "cut you off" by beating you off the assembly line—which is determined randomly).
2. It could be that your burb is simply too crowded. A unit needs an appropriate square to appear on. Ships require docks; land units and airplanes require their own burb squares. That's not so much to ask, is it? If you find that a burb is packed too tightly to allow the arrival of reinforcements, you can easily issue some movement orders and make more room inside.
3. The probable cause, however, is that the burb would go into deficit spending if the unit were produced (due to the additional cost to maintain it once it exists). Burbs won't do this. For example, say a city-size burb (with an income of eight bucks per turn) has two units that it is supporting (and, in this example, they cost three bucks per turn each to support). With the extra two bucks per turn, the burb builds to near-completion ("T -1 Turns") another unit. Yet that unit never appears—because if it did, the burb would have to pay more in support costs each turn (nine bucks for the three units) than it generates.

What is the solution? Either increase the burb's income (by exploitation or by discovering new resources nearby) or lower its support overhead burden (by assigning some of its units to other burbs).

## Which Units Do I Build First?

Your initial building strategy will vary according to the scenario played and your personal taste. Here are some philosophical reasons for different production strategies:

On large worlds, where there will be much early exploration to do (and sufficient time to do

it in), build carriers and airplanes right away.

On small worlds with short time lengths, consider land units, airplanes, and battleships your first priority. Land units, in particular, will be needed when playing a capital scoring scenario (for the possible "big assault" to be made against Little Rock).

Spies have a set of strategies all their own. *Global Conquest* designer Dan Bunten loves to drown enemies in spies. Most players will find that the only time they ever build a spy is to replace one they've lost (and some won't even do that). Because of its great cost, spy production should be started at your home metroplex early, whenever possible, before too many units are burdening it with support costs. Otherwise, you'll only prolong the already long time it takes to build a new spy unit.

When you're on the defensive, build infantry and submarines.

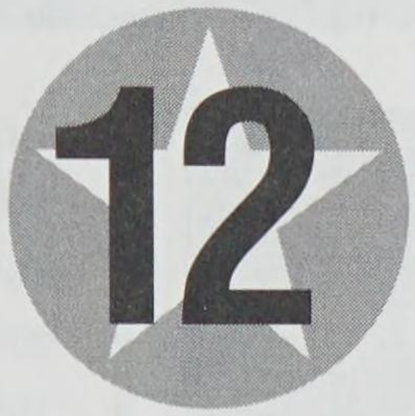
When you're on the offensive, build tanks and battleships.

Whether you're on the defensive or the offensive, airplanes are *always* a wise purchase. Because of their versatility for both exploration and combat, they can always be used. Furthermore, because of their high mortality rate, a steady stream of new airplanes should always be under construction.

## SPENT OUT

In this chapter, the basic building block of economics has been presented in great detail. The simple "burbs-and-bucks" aspect of *Global Conquest* is a clean, playable economic model that is fairly easy to master. While time seldom permits careful economic planning and a prolonged study of your Burb menu, rest assured that any human opponents are under the same time restrictions. If you think Ned may have an advantage over you in the economics department, know that he *never* transfers bucks nor reassigns unit support costs with any real efficiency. Play balance, therefore, is maintained.

Now it's on to diplomacy, where the "zings and arrows" of Icon Corner can lead to some pretty outrageous fortune.



# Allegiance Through Expedience:
## Diplomacy and Alliances

*An ally has to be watched just like an enemy.*

*—Leon Trotsky*

There can be only one winner in a game of *Global Conquest*. This makes it an "every-man-for-himself" game. However, players may find that a temporary agreement (called a treaty) with an opponent will yield short-term benefits sufficient to outweigh the costs of their not being able to freely slaughter each another for its duration. When to form a union with other players, to what degree to become entangled and (most important) when to break your diplomatic agreements —these matters are the focus of this somewhat irreverent chapter.

## THE MECHANICS OF TREATIES

To increase or decrease the status of your official involvement with another player, click on the Treaties button above the Icon Corner or press F9. Until you move the cursor back over the Map Window, you'll be in *treaty mode*, able to make and break treaties according to your own shrewdly calculating will.

Treaties are formed and broken during a Planning Phase by clicking the mouse buttons  in the Icon Corner over the color of the opponent with whom you wish to have diplomatic intercourse (please, no "slippery politicians" references). By clicking the *right* mouse button, you can increase your offer of partnership from none (i.e., the state of war, which is the status quo at the beginning and, usually, at the end of every game of

**Figure 12.1** Icon Corner

*Global Conquest*), up through cease-fire and alliance and, finally, to teammates.

Each increased level of diplomatic union is symbolized by an increased number of arrowheads pointing from your corner (the one that is plainly coded in your color, displays your icon, and is outlined with a bold black-and-white border) to the corner of the player to whom you made the offer. One arrow symbolizes a cease-fire; two, an alliance; and three indicate an offer of teammate status. The number of arrows pointing back to your corner shows the other player's diplomatic offers to you.

The computer automatically adjusts all players' final diplomatic offerings to the *lower* of the two made between them. This is done at the end of every Planning Phase. For example, if you offer to be teammates with Leah, who offers only a cease-fire in return, during the Execution Phase (and for the rest of the game—until this status is altered by the players or by a Diplomacy Disrupted random event) your status with her will be one of cease-fire.

Breaking a diplomatic agreement is, strangely enough, not quite as easy as making one. Breaking a treaty is also done while in treaty mode during a Planning Phase, and uses the more natural (and politically correct) *left* mouse button instead of the right one. To prevent players from treacherously dropping their union from *teammates* (with three arrows) to *war* (with none) within an instant (Who would do such a thing?), a player can only degrade his diplomatic stance by one level per turn without the other player's permission. "Permission," in this case, is granted the other player, likewise, to degrade the union during that same Planning Phase. In other words, teammate. unions can only be "broken off" into alliances; alliances "dissolved" into cease-fires; and cease-fires ended by "declaring war" (in the words of the descriptions presented on the Bottom Line) by one step at a time against an intended victim.

## THE FOUR DIPLOMATIC STATES

There are four diplomatic states: war, cease-fire, alliance, and teammates. Each offers its advantages and disadvantages; each must be carefully considered by you, the cunning *Global Conquest* player, as another means to the end of final victory.

### War

*Ultima ratio regum (The final argument of kings)*

—Inscribed on the cannons of Louis XIV

The starting (and, usually, the ending) diplomatic status of players in a game of *Global Conquest* is war. This is symbolized in the Icon Corner when no arrows are present between two players' colors. While at war, units will, naturally, fire upon each other. Furthermore, war

allows players to capture each other's economic objectives when they are undisputedly controlled. War is the status in which you should spend most of your time and become most used to playing. In war, all things are possible—including victory, diplomacy, or even a temporary treaty.

## Cease-Fire

Under the terms of a cease-fire, the agreeing players' units simply do not shoot at each other, nor can they capture each other's economic objectives. For players who are afraid of "accidentally" bumping into each other and starting hostilities prematurely during the early portions of the game, or for those seeking a quick respite from constantly bashing away at each other, the cease-fire is a good diplomatic "quick fix."

One drawback to a cease-fire, however, is that units under one will still *face* each other as if they were going to fire (see Chapter 10). The consequences of this are fully explained in the next section.

## Alliance

All the conditions of a cease-fire apply, except that allied units (thankfully) cease to face each other. *In addition*, players will share their geographic knowledge and the positions of *all* their own units (including spies, submarines, and Comcens). Friendly knowledge of resources and scanned enemy and native units is *not* shared, however. Furthermore, both players in the alliance receive a 25 percent income bonus from every friendly economic objective (see Chapter 11 for details) and can repair at each other's burbs and resource sites.

## Teammates

All of the conditions described for alliance apply, *except* that the 25 percent income bonus is no longer received by either player. Beyond the benefits of alliance, however, friendly knowledge of resources, production, and scanned enemy and native units is now shared and even jointly announced in the Update window (so much for intimate secrets). Furthermore, players can access each other's individual burb Build menus, change each other's production, and even issue orders to each other's units and airplanes. An exception is that transfer of a teammate's airplanes is prohibited and airplanes cannot base on a teammate's burbs, carriers, or Comcen.

Being teammates allows a unique new element, joint conquest of enemy burbs. Normally, a burb concurrently conquered by two or more players will remain controlled by its original owner. If the joint conquerors are teammates, however, the computer randomly awards control to one of them.

The real beauty of being teammates, though, is the addition of "knockout insurance" (which was added in Version 2 of the game). If a player has a *single* teammate (this won't work if someone is in a three- or four-way teammate situation) and is eliminated, *all* of his surviving units and remaining burbs will go to that teammate instead of being divided up as usual (described in Chapter 8). The conqueror, who will be mightily gypped by this process, still gets half the vanquished player's treasury, though.

The gang at Ozark Softscape originally intended the teammate option to be a way in which one player could play two sides simultaneously. For example, two players can agree beforehand that all four sides will be

played by the two human players, with each controlling two agreed-upon colors. To set up this arrangement, each player chooses his two colors as "this machine" and the opponent's two as "remote players." During the first Planning Phase of the game, each side establishes its two colors as teammates, and thus they can all (pretty much) be controlled with some continuity during a single color's Planning Phase.

Under these circumstances, each player will have to hit the Execute button at least twice to end the turns (once for each side played). The end-of-turn fuse is lit from the time the Execute button is hit for the first time. This can be tough on a player who has collected on his knockout insurance, however, because he will only get one player-color turn and will have to wait passively while his opponent plays his second.

### Unit Facing, Spies, and Treaties

If your treaty status with another player is only a cease-fire, the automatic process by which units determine their facing in battle still applies (see Chapter 10), although such units will not fire upon one another. Thus, if one of your units is cozied up next to those of another player with whom you have a cease-fire, and a third player, with whom you are at war, comes up and starts shooting, your unit will already have a facing toward the unit of the cease-fired player and will *not* change it to return fire! Fortunately, this automatic facing process does *not* occur when operating under an alliance or teammate status, but *will* carry over into these states if the unit facings were previously achieved during a war or cease-fire condition. For this reason, don't get your units too tangled up with those of another player with whom you have a cease-fire (unless, of course, you have something devious in mind).

The ability of spies to steal information and sabotage other players is modified under the various forms of treaties as well. Stealing information by making contact with an enemy Comcen still applies under a cease-fire arrangement, but becomes moot in an alliance or teammate situation. Sabotage, on the other hand, continues to occur under both cease-fire and alliance conditions. (Be careful not to upset your ally by parking a spy in one of his burbs, because he'll be able to see it there and know that it's sabotaging his production.) Spies will *not* sabotage a *teammate's* burb, however.

## THE DOWNSIDE OF DÉTENTE

Obviously, there are two great downsides to making any kind of treaty with an opponent. First, that opponent shares in the benefits (*How dare they!*). Second, you cannot dismantle that opponent's position by killing his units and conquering his burbs while you're under any type of treaty with him. Sad, but true.

The question you must always ask, therefore, is "Whom does this treaty benefit most?" For example, the player with the larger economy will usually benefit the most under an alliance, because the 25 percent economic increase gives him more of a boost than his ally with a smaller economy. Similarly, a player with a smaller empire benefits more from becoming a teammate, because he'll have more time for messing with his teammate's assets than vice-versa. Besides, can you really *trust* another *Global Conquest* player to intimately handle *your* units and production? (What would the neighbors think?)

Don't enter treaties lightly. Consider who will be coming out ahead in the deal and, if it's *your* opponent *by far*, break the treaty. Of course, some moments are more auspicious than others for breaking a treaty, and these are discussed in the section that follows.

# WHEN TO GROVEL, THREATEN, WHEEDLE, CONNIVE, AND TREACHEROUSLY STAB OTHER PLAYERS IN THE BACK (A DIPLOMACY PRIMER)

*In such things as war, the errors that proceed from a spirit of benevolence are the worst.*

—*Carl von Clausewitz,* On War

In the modern vernacular: "When is the best time to kick someone? When they're down!"

You will, obviously, have to develop your own diplomatic style of play, but this section and the next will present many ideas for you to consider the next time you offer or are offered a treaty (or decide to break one). While it would be impossible to transform you into a combination of Talleyrand, Bismarck, and Kissinger overnight, some diplomatic principles (and unprincipled techniques) apply nicely to this "social element" of human-player interaction in *Global Conquest*.

## Communication Skills

*Pointed bullets are better than pointed speeches.*

—*Otto von Bismarck,* Speech, 1850

If you're going to negotiate anything, you must learn to communicate. In *Global Conquest,* this often means sharpening your typing skills, because play via modem requires that players type messages to each other while in chat mode. You don't have to be a great speller, but being a fast typist is a definite plus. It also pays to be polite and let one person finish typing before beginning your message. Otherwise, the letters will appear jumbled up and will be very difficult to decipher (even though each player's text, as it appears on the Bottom Line, is color-coded).

Generally, you will not be allowed to wax eloquent over the keyboard. Time and other constraints demand quick, blunt negotiations. Your best "diplomats" are plenty of troops poised to strike your conversational counterpart's positions on the map. The coercive power of force, when applied through the constrained conditions under which diplomacy operates in *Global Conquest*, cannot be underestimated.

Don't forget Teddy Roosevelt's comment about speaking softly and carrying a big stick. The *Global Conquest* equivalent might be "Type quickly and threaten his Comcen."

## Negotiating Points

*Qui timide rogat docet negare." (He who asks timidly invites refusal.)*

—Roman proverb

There are very few things that can be negotiated in a game of *Global Conquest*. Besides offering an opponent the advantages described in the various levels of treaties, the three other keys to rallying another player to your cause are: (1) the partitioning of future economic spoils on the board; (2) an agreement to combat a perceived common foe; and (3) good old-fashioned bribery by transferring bucks between treasuries.

The first rallying point, dividing future economic spoils (usually native burbs and resources) between the negotiating players, might be best illustrated by an actual exchange of messages such as this:

> Ochre: "Stay away from Omaha, Cyan! The oil near it is mine, too. Go knock yourself out against Denver."
>
> Cyan: "I'll leave Omaha alone if you'll ally with me."
>
> Ochre: "Best I can do is a cease-fire. You're too far ahead."

Cyan: "Then I want the oil."

Ochre: "The oil's mine or no cease-fire."

Cyan: "Okay, deal."

(*This, of course, is the "cleaned-up" version, with relatively complete sentences, no spelling errors, and proper punctuation. Actual, real time, on-line chat is seldom so tidy.*)

Notice how future economic spoils and the use of treaties were subtly combined in this impromptu diplomatic agreement. Of course, the division of economic spoils can just as easily become a bone of contention rather than a source of agreement, but no one ever said that the finer points of diplomacy would be easy.

Determining a common enemy to rally against works best in one of two different ways. If you studied at the Roger "Bleed Them" White (a.k.a. Roger-Tzu) School of Diplomacy, you may already know the first ploy. Roger teaches that it is a good technique, before the beginning of the game, to tell all the new players how good Mark is and how they should watch out for him. Naturally, Mark will go down in flames when the other players gang up on him from the start. Since Mark is the perceived common threat from the beginning, the use of this pre-planned paranoia tactic can be devastating. (By the way, if anyone should ever tell you how good a player Alan Emrich is at *Global Conquest*, don't believe a word of it! [grin])

The other standard common-enemy technique is to rally all the other players to quit bickering among themselves and unite to take the leader down a peg or two. The old "Ken is going to win unless we all gang up on him" approach works very well most of the time and the argument is easily supported by pointing out the player's score up in Icon Corner. It's hard to resist the benefits of a united front against the game's leader.

## Old-Fashioned Bribery

A new feature added to Version 2 of *Global Conquest* allows players to bribe one another by transferring bucks between their treasuries. The mechanics of bribery are part of transferring funds, which is done through the Burb menu. While you're in this menu, select the Transfer button. Notice the new graphic over in the Icon Corner? Each player has a "stacks o' bucks" symbol in his section. The numbers on the top bills represent the current number of bucks in each player's treasury.

To transfer money to another player, click on your *treasury* (burb banks won't do) and withdraw ten bucks. Move the buck cursor over to the color of the player you want to give those bucks to in the Icon Corner and click again. Both treasuries will be instantly updated. With any luck, you can cut a deal with other players and buy their (temporary) loyalty or give financial aid to a needy ally. (What are you doing with a needy ally, anyway?) Remember that transferring funds in an economic scenario will also affect both players' scores. Also, don't throw money away trying to bribe Ned. He could care less about your money, and it won't influence him one tiny bit.

Getting others to transfer their money to you is a different matter entirely (and one that will vex us all to our dying days). In *Global Conquest*, accepting bribes degrades the recipient to the level of either a corrupt politician or an outright prostitute (albeit a richer one). Unlike the arrangement in real life, the wages of sin do not go unreported in *Global Conquest*. The tattletale Bottom Line will read *Bribe Transferred* for all players to see, and players with their Burb menus open will be able to observe any shady financial deals taking place. Of course, astute players will usually have a pretty good idea of who is bribing whom

without ever needing to open the Burb menu, simply by keeping abreast of the diplomatic messages going back and forth along the Bottom Line.

## "No-Fault" vs. "Down-and-Dirty" Divorce

At some point, you probably will want to dispose of all diplomatic pretenses, shuck off those constraining treaties, and give your opponent a good thrashing. There are two, diametrically opposed approaches to declaring war on another player with whom you have a treaty: (1) by a formal marshaling of troops for a subsequent proper "stand-up" fight after announcing your intentions well in advance, or (2) by using every power at your disposal to launch as cruel a sneak attack as possible the moment you're able to.

Those who would employ the former, honorable, method of declaring war will not find much help in reading this chapter any further. Treacherous, back-stabbing weasels, however, are about to learn some of the best dirty tricks in the book and are encouraged to read on.

## Remembering Pearl Harbor

Since you haven't stopped reading, it is fair to assume that you are (at least potentially) the dastardly type. Good. *Global Conquest*, when played with other human players, is the right game for you. "Pearl-Harboring" your fellow player is, of course, a technique best employed by those who know that they'll remain friends with their victim afterwards and realize that *Global Conquest* is, after all, only a game. Those seeking to mete out any "real-life" revenge should seek counseling instead of game matches.

The best way to carry out this Pearl Harbor technique against your ally is to position your units in good combat positions near his, particularly his economic objectives, during the treaty-enforced period of mutual non-aggression. Be sure to give your infantry units plenty of time to entrench on these sites and on other good, defensive terrain from which the opponent's units can be attacked. Once in position, drop the last vestiges of your treaty. A cease-fire can be removed unilaterally in one turn, but alliances and teammate status take two and three turns, respectively, to break on your own. This is unfortunate, because it will usually signal your intended victim of your intentions in time for him to take some precautions.

To achieve greater surprise, make fewer preparations. Lull your opponent into the proverbial false sense of security by sharing a long-term cease-fire with him. Then, suddenly, in one Planning Phase, order your troops to ruthlessly march against your former friend. At the last possible moment before the Execution Phase begins, declare war by breaking the cease-fire, leaving your victim no time to react during that turn. This is a great way to capture ungarrisoned economic objectives (particularly burbs full of airplanes), and especially wonderful if your subs have been pursuing his carriers for a turn or two beforehand.

## The Morse Code Distraction Technique

When you want to distract other players, type a lot of messages to them by chatting on line. Chatting is done by pressing the Chat button or F5, or selecting Chat from the Options menu. It doesn't matter so much what you say (although that *can* be important). What matters is that the text keeps rolling along his Bottom Line to distract his eyes while the annoying

Morse Code sound effects fill the room and distract his ears. Receiving messages isn't quite as bothersome as sending them, but it *is* a distraction and *can* be used as a subtle diplomatic weapon.

## Putting the "Lies" in Allies

If you can get someone to trust you as a teammate, which will give you control over his units and economy, you have the power to pretty much bury him in one Execution Phase. If you're evil enough to want to set someone up for such a dastardly, conniving coup, you'll probably need a plan for coaxing your victim into becoming teammates with such a viper as yourself. While your good looks and charm alone may do the job, here is a sneaky technique to get your victim to become teammates with you.

First, make a secret pact with Player A. His job will be to present a credible threat to your Comcen in front of your intended victim, Player B. Next, swear to your victim that you won't let Player A get a thing for knocking you out. Declare that you'd rather give all your forces to Player B instead. Naturally, your victim, Player B, can only benefit substantially from your demise if you two are teammates (thanks to the knockout insurance described earlier).

Once you're teammates, send Player A a pre-arranged secret signal to stop attacking you for one turn. During the *next* Planning Phase, have Player A march straight for Player B's burbs, which you will march Player B's units out of (thanks to your new powers as his teammate) in return for player A's support. Naturally, you will march into a few of Player B's burbs yourself, and break your treaty with him at the last possible moment of that Planning Phase. Before he can do a thing about it, Player B will have been nailed to the wall as you and Player A carve up his empire in this most dastardly manner. After performing such a morally reprehensible act, you should hang your head in shame (for at *least* a couple of seconds).

# ROGER WHITE ON DIPLOMACY (A SECOND OPINION)

The goal of diplomacy is the same as that of strategy or tactics—to improve your position. Diplomacy, however, does so by mobilizing OPFs (other people's forces). Since all the players start with forces of comparable size and since the early phases of most *Global Conquest* games are exponential-growth phases, even small advantages, if created early enough, can mushroom into big advantages by the middle of the game.

The 25 percent alliance bonus, for instance, can start from the very first turn of the game and it can be double- or triple-dipped every turn if you're a skilled diplomat and take the time to pursue it. An alliance with every player in the game is the diplomatic crowning achievement of *Global Conquest*, but of itself it won't win you the game. It is inevitable in this game that, at some point, you'll have to fight *someone*.

## The Zen of Diplomacy

Diplomacy takes as much practice as military strategy or tactics, and the first "Koan" in "the Zen of diplomacy" is the Prisoner's Dilemma. The name *Prisoner's Dilemma* was coined for this phenomenon in the 1950s by a mathematician who had just seen the opera *Tosca*. If you know *Tosca*, you will think of the choices faced by Tosca and the jailer. If you don't know *Tosca*, here is a *Miami Vice* version of the same situation:

## The Prisoner's Dilemma

One afternoon you find yourself standing beside your late-model BMW, facing a small park. On the seat of your car are two briefcases. One contains bags of a white, powdery substance that the Drug Enforcement Agency says is hazardous to your moral well-being—and, therefore, is of considerable commercial value. The other contains bags of a white, powdery substance that your mother says is good for you—and therefore is of no commercial value whatsoever.

On the far side of the park is a business associate, standing beside his late-model Porsche. In his car sits a briefcase filled with dollar bills. There is also probably another briefcase, presumably filled with yesterday's newspapers.

Strolling about the park in a leisurely fashion is a member of the "city's finest," so neither of you will have the opportunity to inspect the goods that you're about to exchange.

The associate reaches into his car and pulls out a briefcase. He starts walking toward the bench in the park where you will make the exchange. The time has come.

Which briefcase do you take with you?

---

This is the Prisoner's Dilemma: a situation where two parties have the choice of *cooperating* and working together, or *defecting* and not working together.

As a diplomat, your goal is to anticipate and influence when your partner cooperates or defects. The most consistent method to assure this control is to show your partner how your interest and his are mutually served either by cooperating or by defecting.

## Hard-Core Diplomacy

Good diplomacy requires a great deal of communication. *Global Conquest's* chat mode, with its open-air communications for all the other players to see, is hardly the ideal channel. If you're *really* serious about diplomacy, consider talking a bit with the players prior to the game and, if you have enough phone lines, establish a private voice link with them during play. All's fair in love and war, right?

## Diplomatic Durations

One issue that you'll need to address early on is how long your relationship with this partner is going to be. The shorter the relationship, the greater the reward you'll gain from defecting. Here are some choices for how long this relationship is going to be:

- It will last a turn.
- It will last the duration of the game.
- It will last through many games.
- It will last a lifetime.

To ease up on the hard feelings that show up when the time comes to defect, make sure that the person you are playing with has a clear understanding of this defection in the same time frame that you're committing it.

## Ways of Defecting

The "Pearl Harbor" method is only one of several ways of defecting. Two others are the "go-your-own-way" and the "draw-the-line-here" endings, both of which are more peaceful and forgo any immediate opportunity for a surprise attack. In future games with the same players, these more amicable endings can pay dividends by establishing you as someone who is reasonably trustworthy.

## What To Do with That Ugly Knife Sticking in Your Back

Handling a defection crisis is the ultimate diplomatic test. There are many choices you make in reaction to it. The reflexive response is to yell "Traitor!" and throw everything you have against that slimy so-and-so while your soul brims over with righteous indignation and bloodlust. However, this seldom works out well. Usually, the "vendetta reaction" succeeds only if the moon is blue and you just won the state lottery, so that you can buy off all the other players while you commit all your resources to squashing this bug of a defector, oblivious to the other threats in the game.

Other choices include "turning the other cheek," which is effective if the defector is small and he realizes that you have been protecting him from someone a lot bigger and meaner than you are. The "run-for-cover" approach is designed to get you out of the way of the defector so that you can conduct a *Flavian* (or *guerrilla*) defense. With any luck, it won't be too long before the defector has trodden on the toes of another player, at which point you can switch from a Flavian defense into a "let's-you-and-me-get-this-rat" combined offense by joining the defector's latest victim.

Defection is not the end of the world, however. It's merely a reshuffling of the deck. It just means that, in addition to playing *hard* with the units on the screen, you're going to have to play *smart* with the people around you.

## THE MORAL JUSTIFICATION FOR TREACHERY

Thank you, Roger.

After ruthlessly stabbing someone (or defecting), whether it's before his eyes, right under his nose, or behind his back, he'll probably ask the usual victim's plaintive plea, "Why?" Every victim wants to know "Why me?", "How could you do such a thing?" and so forth. Since you're not really a *bad* person, after all, Table 12.1 presents some handy answers for those niggling little diplomatic questions that victims so often ask. After you've been caught red-handed, these excuses should, at least, amuse the other players in the game and keep it "light" and "up" despite your contemptible, treacherous deeds.

**TABLE 12.1** THE MORAL JUSTIFICATION CHART

*BENEFICIAL*:

"I'm only trying to assist you in gaining allies through sympathy."

"That which does not destroy you makes you stronger."

"Suppose I let one of the other players crush you! Do you realize that I just saved you a lifetime of embarrassment from losing to an inferior player?"

"Yeah, I attacked you. Isn't it GREAT? Now THEY think we're enemies!"

*BIG LIES*:

"I have legitimate territorial claims here."

"I'm liberating your oppressed peoples."

"I didn't want to waste the bullets we issued with your name on them."

"I have no further territorial demands."

"I want to ensure that peace reigns throughout this region."

"Your unit's chemical emissions were destroying the ozone layer."

"My military is no longer under my control."

"You must be seeing things."

"I deny everything. I didn't attack you. YOU attacked ME. Yeah, that's the ticket. . . ."

"The commander in charge of that operation has been purged. I'll give you that burb back real soon!"

*DIPLOMATIC*:

"This is only temporary."

"Consider it a complement that someone's paying attention to you."

"I could stop, of course. For a price."

"I'll let you attack me NEXT time. [Wink, wink, nudge, nudge]"

*FATED*:

"The omens were favorable."

"Think of this as global Darwinism in action."

"Because you were there."

"Haven't you ever heard of manifest destiny?"

"*Summa sedes non capit duos*." (The highest seat does not hold two.)

"My horoscope today warned me against long relationships."

"I guess this is becoming a habit."

"*C'est la guerre*."

"My actions were mandated by the U.N. Welcome to the New World Order."

*HE MIGHT WIN*:

"This was a preemptive move."

"I believe in doing unto others BEFORE they do unto me."

*HE IS WINNING*:

"You're winning. Next stupid question."

"I don't think the winner has the right to ask that question."

*HIS FAULT*:

"I believe we have a misunderstanding on YOUR part."

"Your feeble attempts at a diplomatic solution have failed miserably."

"And you BELIEVED me?"

"I'm only responding to your covert hostility."

"You misrepresented your actions as hostile."

"What made you think I WOULDN'T do that?"

"You shouldn't have given me all that support."

"Maybe next time you'll use a CUSTOM icon!"

"Why are you building units so close to my burbs?"

"You're so slimy, this is the only way I can really be sure exactly where I stand with you."

*IN YOUR FACE*:

"So sue me."

"Well, what good is power if you don't use it?"

"Don't give me that '*Et tu*?' jazz!"

"Look, If I'm so two-faced, would I be wearing THIS one?"

"I'm not speaking to you."

"Yo' Mama."

"Quiet, please, I'm trying to win."

"Was it good for you, too?"

"Hold still or I might accidentally twist the knife."

"Sucker!"

"Who promised you a rose garden?"

"I admit it, greed got the best of me."

*OH, THAT?:*

"That was just a training exercise."

"That was just a border incident."

"That was just a large reconnaissance in force."

"That was just my new fund-raising technique."

*OOPS!:*

"Did I forget to mention that you were in my way?"

"Oh, was that YOU I invaded?"

"My dog ate the manual. I didn't know I could do that."

"Temporary insanity."

"I hit the wrong mouse button—twice."

"I'm still learning this game. How do I pull back?"

"I was trying to use the mouse left-handed."

"I must have been drunk at the time."

"My alliance bit must have switched from 1 to 0."

"It must have been the solar flares."

"I'm color-blind. That looked like one of my units."

*REVENGE:*

"This is payback."

*TECHNICAL DIFFICULTIES:*

"What? I'm having line-noise problems. What you're seeing could be a COM glitch."

"Sorry, these LCD screens are just SO hard to read."

"It must be that new computer virus that's going around."

"Um, I think my keyboard jammed."

"What happened? I let my (spouse, child, friend, etc.) take over for a moment while I went to (answer the door, go to the bathroom, get something to drink, etc.)."

*THIRD PARTIES:*

"I was talked into this action by (name of victim's closest ally)."

"The devil made me do it."

"It was either rally them against you or they would rally against me."

"I have to do this on the advice of my attorneys."

"Alan Emrich recommended this in his book."

## RANDOM DIPLOMATIC EVENTS

Two random events affect diplomacy in particular. The Pope Visits and Diplomacy Disrupted cards, when they come up, could make or ruin your whole day. The trick, of course, is to take advantage of whatever opportunities they present; the way to do that is described in Chapter 14.

## NED AS A DIPLOMAT

At some point, you may need to cut cards with the Devil. The *Global Conquest* equivalent is conducting diplomacy with "Nutty Ned," the computer player, who seems to break and form treaties with a cruelly random will. Contrary to popular belief, however, Ned's diplomacy isn't *entirely* random. It may be madness, but there is a method to it.

To begin with, unlike lawyers, there are certain things that Ned will never do. Ned will never offer a human player an alliance. He might *accept* an offer to ally, but he will never make one to a human player. Furthermore, Ned will have nothing to do with becoming teammates, neither with a human nor with another computer player.

Ned is also honorable and will only change his diplomatic status by one level per turn, except in the case of a human player committing a *Neddy No-No*, as described below. Ned is also above bribery. This means that, while he will never *make* a bribe, he will not hesitate to *accept* one. After accepting a bribe from a human player, however, Ned is particularly treacherous. Bribes from human players simply do not change or modify Ned's thinking about them one tiny bit. Sorry.

### Neddy No-Nos

Diplomatically, there are a few things that even poor Ned will not take lying down. These are known as Neddy No-Nos and, if you commit them, Ned will automatically break his treaties with you as fast as possible and go to war. Furthermore, Ned will neither offer nor accept treaties offered by you while you are offending him thus.

Basically, there are two situations that really burn Ned's bytes. First, if you are stealing information from him by having your spy parked next to his Comcen. Second, when playing a capital scoring game, if you currently control Little Rock, Ned will declare war on you and attack as a matter of course (as will all the human players in the game, no doubt). These, then, are the Neddy No-Nos.

### Entering Into a Cease-Fire with Ned

Each turn, Ned has a 10 percent chance of sponta-neously offering a cease-fire to a human player. If a human player offers a cease-fire to Ned, he has a base 25 percent chance of accepting it. Each time Ned declines your offer, it *increases* the chance of his accepting your next wooing attempt by 2 percent. Eventually, you can wear Ned's resistance down and he'll start "dating" you via a cease-fire.

### Entering Into an Alliance with Ned

Ned is a little more cautious about entering into an *alliance* with a human player. First, Ned will never *offer* an alliance to human players, *ever*. He will only *consider* offers from them.

Furthermore, his list of No-Nos for accepting an alliance is extended. Ned will not accept an offer of alliance if a player is attacking him or has a spy in one of his cities, or is perceived by Ned as a threat. A threat, to Ned, is based upon, roughly, the geographic center of Ned's power and where the player soliciting the alliance has his concentrations of units in relation to Ned's burbs. Should you be deemed acceptable to Ned as an ally (by not being deemed a threat or committing any Neddy No-Nos), there is a base 5 percent chance of Ned's accepting your offer of alliance. This is increased by 10 percent for each turn that your present cease-fire with Ned has lasted.

On the other hand, Ned figures that he *needs* allies when the game is becoming a "stomp" (i.e., the leader's score is equal to or greater than all the other players' scores combined). At this point, Ned's accepting an alliance with any other loser becomes a 100 percent sure thing.

## Ned's Breaking a Cease-Fire

Ned takes offense if you have a cease-fire with him and fail to offer an alliance every turn. To wit, Ned has only a 15 percent chance of arbitrarily declaring war on you if you *have* offered him an alliance during that turn. If you have *not*, the chance of his unilaterally declaring war increases to 20 percent, plus 10 percent per turn the present cease-fire has lasted! The moral? If you're dating Ned, keep proposing. Even if he doesn't say "I do" and become an ally, at least you're more likely to keep dating him.

## Ned's Breaking an Alliance

Ned is a pragmatic ally when dealing with the complex nuances of interacting with the minds of human opponents, despite his appearance as a diplomatic maniac. Here is what Ned is thinking as he considers breaking off an alliance with you. . .

If you're winning the game (based on player scores), Ned has a 50 percent chance of breaking off the alliance with you this turn. If not, he will certainly do so on the next turn. If someone else is stomping all the other players (i.e., his score is equal to or greater than all the other players' scores combined), Ned will remain 100 percent loyal to the other losers for as long as they're being collectively stomped.

Otherwise, if you're not the leader or being stomped, Ned has a 10 percent chance of degrading your alliance down to a cease-fire. That chance is increased by 5 percent for each turn the alliance has lasted. (Apparently, to Ned, fish and allies begin to smell after three days).

## Neddy's Naughty Air Force

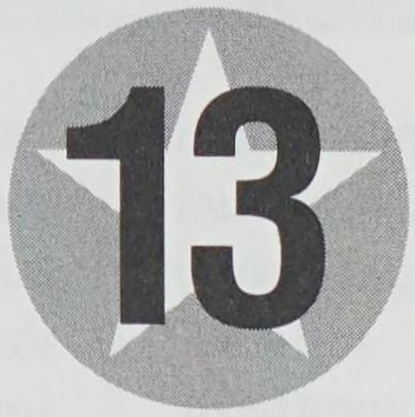
One diplomatic/military "cheat" that Ned definitely enjoys is the ability to conduct air strikes and kamikaze attacks against players during the same Planning Phase in which war is declared between them. Human players, on the other hand, are forbidden to conduct offensive air operations against a player with whom they have just gone to war. This cheat was deliberately included to help offset Ned's inherent gullibility and the ease in which human players can stab him in the back.

# SIGNING OFF FROM THE STATE DEPARTMENT

This chapter has taken a lighthearted look at diplomatic arrangements, particularly in the form of treaties. Both human and computer player relations were examined, but in the end, who can you *really* trust? *Global Conquest*, when stocked with multiple human players, is usually so rife with threats, bribes, and backstabs that the seas of human relationships can become wonderfully treacherous indeed. This chapter has given you some ways to swim with sharks instead of being eaten by them.

While diplomacy is, after all, just another means to the end of winning the game, many (brutal) players won't deal with others in any sort of diplomatic sense at all. They consider all attempts at diplomacy a simple waste of time. Perhaps they're right.

In *Global Conquest*, time is very important and wasting it can have fatal results. Time, then, will be the subject of the next chapter.



# Time Is Everything

*I may lose a battle but I shall never lose a minute.*

*—Napoleon*

*Global Conquest* is often played under some kind of time pressure. Time constraints are user-defined and vary widely, although few multi-human-player games are likely to be of unlimited duration for both planning and playing. Instead, each Planning Phase is likely to have a set time limit (known as the *clock*) and each game is likely to have a turn limit (the *counter*). The smaller the limit, the faster the game (and the lower the phone bill when playing by modem—see Chapter 17). The faster the game, the more pressure there will be to "play smart" by making the best use of time. This chapter will emphasize the need to steel your nerves in a crisis and make the best use of every moment a game affords you.

*Global Conquest* is played in "modified," or "punctuated," real time. This means that some structure is given to every turn by the distinct Planning and Execution Phases. During each phase, players will issue their orders and watch events unfold simultaneously. To begin our time management study, let's first examine this phase-by-phase.

## THE COUNTER

*Time does not always improve a situation for a king or his Huns.*

*—Attila the Hun*

Time in *Global Conquest* is measured in two places, the clock and the counter. The Turn Counter in the lower-right corner of the display keeps track of the number of turns, either remaining or played. When the number in the Turn Counter is red, as it is in most scenarios, it is counting down to

zero, which makes turn one the last turn of the game. When the number in the Turn Counter is green, an unlimited turn length scenario is being played, and turns will count up to 999.

*Note:* For those seeking to reduce their anxiety level a few degrees, turn off that annoying little pulsating yellow *stress bar* located to the left of the turn counter by pressing Ctrl-Alt-C. This replaces it with a set of useful map coordinate numbers for the cursor's location and is a habit you should get into at the start of every game. To remove this stress bar permanently, go into the Interface menu and select No Modulians under Beliefs.

## Pizza-Pie Game Lengths

*To discover in the abstract, with the benefits of hindsight and the knowledge of all the facts, the best possible course of action is really not so difficult. Great military ideas are actually extremely simple. The most celebrated maneuvers, counted by history as the work of true genius, for instance the Prussian withdrawal from Ligny* towards *Waterloo, could be invented on the map by a regimental clerk. Greatness lies in the freedom of the intellect and spirit at the moments of pressure and crisis, and the willingness to take risks.*

—*Hans Delbruck,* History of the Art of War, *1900*

You will be reminded repeatedly in this chapter to remain calm while playing this exciting, pressure-packed game. Perhaps a discussion of pizza pie will help you relax.

The *pizza pie* is the graphic used to illustrate the game length (in keeping with the game's fast-food motif). *Global Conquest* games come in five durations: 30, 60, 90, and 120 turns (represented by the size of the pizza pie; 120 turns constitute a whole pizza), plus the unlimited turn length scenarios (which use an infinity sign as their graphic symbol).

Game length represents the strategic time pressures of the game. The number of turns you have to win the game is directly proportional to the amount of subtlety you can use in preparing for and achieving your victory. Shorter games are usually blunt and bloody sprints. Longer games give players the opportunity for more subtle planning before the moment of decision is forced on them.

In scenarios of unlimited turn length, point scoring methods *never* determine the winner of the game. Only crushing all other opponents will do that (see Chapter 8). In these epic-length scenarios, clever traps and ploys are particularly useful because you'll always have the time to use finesse to counter force.

## THE CLOCK

*Not to be anxious; to be always cool; to avoid confusion in his commands; never to change countenance; to give his orders in the midst of battle with as much composure as if he were at ease. These are the proofs of valor in a general.*

—*Montecuccoli*

Most of the moment-by-moment time pressure in a game of *Global Conquest* will come from along the left side of the screen in the vertical box called the Time Bar. Blinking yellow and green, it measures the time remaining to issue orders during a Planning Phase and, in red, counts down the eight pulses of action during an Execution Phase. This bar diminishes from top to bottom proportionally with the time players have remaining before the Execution Phase automatically commences.

If the pressure ever becomes too much, remember that the Time Bar also allows you to instantly pause (and unpause) the game. Clicking on the Time Bar has the same effect as pressing Alt-P or selecting Pause from the

Options menu. This quick click on the Time Bar is a time-saving method for hitting and releasing the game's "brakes" during play.

## Firecrackers

*A cool head, an ability to 'see the wood for the trees,' the avoidance of becoming obsessed by detail, the ability to pick out the essential from the inessential—these are clearly the desiderata in a commander-in-chief.*

*—David G. Chandler*

Relax! *It's only a game.*

The amount of pressure that players will struggle under during each Planning Phase is defined as either *cutthroat* or *fixed time*. Symbolized by firecrackers and stopwatches, the method and duration for each of these turn endings defines how chivalrous or vicious the tempo of the game will be. This aspect of time is so important in multi-human-player games that it is often the first thing that must be agreed on before players commence.

True cutthroat games must be played with more than one human player. These are symbolized by a firecracker icon, and are distinguished from each other by their different fuse lengths. Once the first player presses the Execute button or F1, the clock starts to count down the time to the end of the current Planning Phase. Cutthroat fuse lengths can be set to either 60, 20, or 5 seconds in duration, which we shall call the fair, fast, and furious lengths, respectively.

The rule to remember about cutthroat play is: the shorter the fuse, the more powerful a tool hitting the Execute button becomes. Playing a furious-paced cutthroat game will greatly reduce the advantages enjoyed by an opponent with more units, simply because he won't have enough time during a Planning Phase to make use of them all. Diplomacy and economics (i.e., lower-priority activities) are also more difficult to manage under severe time limitations. Airplane missions, because of the several seconds they take to conduct, are not always performed, and the Repeat command for movement takes on a greater value. Some players will thrive under the intense pressure of a furious-paced game; others will wither. This chapter will help put you in the first group.

The 5-second fuse is enough time to issue one or, possibly, two more orders once the clock starts. The 20 seconds of a fast-paced game, on the other hand, should be enough time to conduct an air operation and some troop movements, or maybe just a few air operations. Finally, the 60-second fuse guarantees that there will be enough time to take care of most of the critical things on every turn.

## Stopwatches

Fixed time games have their effect when played either solitaire or with other human players. They are symbolized by a stopwatch icon and are distinguished from each other by their different hand positions and numbers. Once the Planning Phase begins, the clock slowly starts to count down its preset time limit. Fixed time games are either two or four minutes in duration for normal or long Planning Phases, respectively.

The secret to playing fixed time games is deciding whether to be the first or last player to press the Execute button or F1 in a multi-human-player game, as we'll explain a little later on.

## Estimating Completion Time

If you'd like to be able to estimate how long it should take to complete a game of *Global*

*Conquest* (particularly the player paying the phone bill when playing by modem), here's a quick formula to use:

(Counter * Clock)
+ (Counter * 40 seconds)
= Potential Maximum Game Duration.

"Counter" is the number of turns the scenario length is set for. Forty seconds is the average time it takes to watch an Execution Phase. "Clock" is the average turn length, based on which method is used for determining the end of the Planning Phase. Of course, even furious-length Planning Phases average over five seconds and long-length fixed time games usually don't take their full four minutes to complete. Everything depends on when the Execute button or F1 is pressed by the players, but here are some average numbers to plug in based on play experience:

AVERAGE PLANNING PHASE LENGTHS BY CLOCK TYPE:

Furious (5-second fuse) = 20 seconds
Fast (20-second fuse) = 30 seconds
Fair (60-second fuse) = 45 seconds
Normal (2-minute watch) = 90 seconds
Long (4-minute watch) = 120 seconds

Putting this all together, you get Table 13.1.

## Why Do You Think They Call it "Execute"?

Pressing the Execute button or F1 is the same as pulling the trigger of the starter's gun at a track meet. Instead of a bang, however, a tone sounds to tell all the players that someone has hit that fateful button (it can be hit repeatedly, by the way, with no additional effect except to annoy the other players). Once this occurs for the first time during a Planning Phase in a multi-human-player game, the fuse is lit in cutthroat scenarios and, in all multi-human-player scenarios, the quickness bonus will go to the player who hit the button.

The player who hit the Execute button first in multi-human-player games, however, like everyone else, can keep right on issuing orders as the clock runs down. Some clever players hit the Execute button before their plans are fully implemented for the turn (usually to secure the quickness bonus and to put pressure on their opponents), counting on using the remainder of the clock time to finish issuing their orders.

The tricky part, however, is that the Planning Phase might actually end *before* time expires. This occurs the instant the *last* human

**TABLE 13.1** AVERAGE MAXIMUM GAME LENGTH TABLE

| CLOCK LENGTH | COUNTER LENGTH 30 | 60 | 90 | 120 |
|---|---|---|---|---|
| Furious | 0:30 | 1:00 | 1:30 | 2:00 |
| Fast | 0:35 | 1:10 | 1:45 | 2:20 |
| Fair | 0:45 | 1:25 | 2:10 | 2:50 |
| Normal | 1:05 | 2:10 | 3:05 | 4:20 |
| Long | 1:20 | 2:40 | 4:00 | 5:20 |

# = Estimated time, in hours (rounded up), to finish.

Note that all bets are off when calculating any unlimited-length variables!

For example, a "King of the Hill" scenario, with 30 turns and a fast fuse, would take about 35 minutes, on average, to play.

player hits the Execute button (assuming there was still time remaining on the clock for that Planning Phase). In other words, the *last* player to hit the Execute button is empowered with the ability to prematurely end the Planning Phase, by his will alone. This gives him the power to pull the rug out from under other players who had previously hit it in hopes of making full use of the remaining time. This "in-your-face" tactic becomes automatic for players who develop the habit of hitting the Execute button the instant their plans are truly complete for the turn, and has been used to upset many a "clever" player greedy to receive the quickness bonus.

The quickness bonus (which is more fully detailed in Chapter 11) consists of five bucks added to the treasury of the first human player to hit the Execute button in a multi-human-player game. When playing solo against three computer players, you will get the quickness bonus automatically if you hit the Execute button within 10 seconds of the start of the Planning Phase. Between 11 seconds and 2minutes, each player has an equal chance to get those five free bucks. After two minutes, you are no longer eligible for the quickness bonus. One of the computer players will receive it, with each having an equal chance.

### The Sweet Irony of Time Pressure

Ironically, during solitaire games against three computer opponents, time pressure from the clock only occurs during fixed time scenarios, which will force you to complete your planning against Ned in the two or four minutes allotted. When playing cutthroat-scenario solitaire, you can take as long as you like during the Planning Phase, which will end the instant you hit the Execute button. Of course, quicker play might earn you the quickness bonus, but if you're a "planner" you can go ahead and take your time. Thus, ironically, scenarios with more time pressure when played against human opponents have *less* time pressure when played solo.

## TIME-SAVING TIPS AND TECHNIQUES:

*When things are going badly in battle, the best tonic is to take one's mind off one's own troubles by considering what a rotten time one's opponent must be having.*

*—Lord Archibald P. Wavell,* Other Men's Flowers, 1944

Time is of the essence in multi-human-player games. Solitaire games are played at a far more leisurely pace, but human players can use time as a weapon against each other. Mastering the efficient use of time, therefore, is a key element in mastering your human opponents.

Besides thinking quickly (i.e., being able to formulate and modify your plans *ad infinitum* "on the fly") and being a nimble "mouser" (i.e., becoming dextrous with your computer input device), it might be difficult to imagine in what other ways you can save more time when playing a pressure-packed game against merciless human opponents who will be using the clock as a tool for upsetting your balance. Actually, there are several ways to help insulate yourself from the pressures of time (well, as much as possible, anyway). The rest of this chapter is dedicated to giving you some specific pointers to help you keep a cool head under the time pressures inflicted by human opponents in *Global Conquest*.

### The Cycles of Prioritizing

*Non omnia possumus omnes. (We cannot all do everything.)*

*—Virgil,* Aeneid

Turns in *Global Conquest* are cyclical; there is a Planning Phase followed by an Execution Phase. They have a rhythm that you'll begin to synchronize yourself with. To most efficiently plan and prioritize your playing time, try to become a pure game-playing machine—a human computer, if you will. Specifically. . .

Each Planning Phase, naturally, sets up the activities for the following Execution Phase. For the human "game-playing machine," at this time in the vernacular of computers, you produce *output*. Each Execution Phase, however, must be carefully studied as it unfolds so that priorities can be set for the next Planning Phase. At this time you receive input. The approximately two seconds between the last turn's Execution Phase and this turn's Planning Phases—that is your *processing time*. Yes, a whopping two seconds! (See why it pays to stay cool and think quickly in this game?)

Though the game's design forces players into this somewhat disciplined "human-computer" M.O., it's seldom so neatly divided in actual practice. After all, input can be received during the Planning Phase in several ways (by hitting the Terrain, Airplanes, Burb, or Destinations button, for example). Diplomatic messages are often sent as output during the Execution Phases, when the player's hands are most free to type. And let's hope your brain's "processor" is working all the time!

Still, the lesson here is that in each phase you should be arranging your priorities for what needs to be accomplished during the *next* phase. By so doing, phase after phase and turn after turn, you will get the most out of the precious, fleeting time allotted you for devising and preparing your winning plans in *Global Conquest*.

Shown in Table 13.2 are two standard common-sense planning checklists for *Global Conquest*. They're not graven in stone, because

**TABLE 13.2 PLANNING PRIORITIZATION CHECKLISTS**

PLANNING PHASE PRIORITIES:

1. Perform critical troop movements to avoid disaster.
2. Make crucial production changes/money transfers.
3. Conduct air missions.
4. Quickly conduct defensive operations.
5. Carefully plot offensive operations.
6. Conduct diplomacy.
7. Arrange any exacting exploration operations.
8. Tidy up your economy.

EXECUTION PHASE PRIORITIES:

1. Determine where the critical events will unfold over the next eight pulses and watch that area closely.
2. Open the zoom map somewhere out of the way and take occasional note of how pieces are interacting on this, the "big picture" map.
3. Pay special attention to the shaking of the screen when your Comcen is being hit and to the sounds of naval battles. (It may be worth zooming in to observe them more closely.)
4. Conduct extraneous diplomatic chit-chat.

sometimes circumstances will dictate a need for sudden, urgent re prioritizing. However, perusing these lists will give you at least an *awareness* of the kind of clear thought processes required for making the most efficient use of your time when playing *Global Conquest*.

It may be that this section is merely telling you what you already know and have been trying to do all along. Often, however, it helps to see these simple, logical thought processes shown and arranged in order. Thus, these rather "compulsive" checklists have been provided largely as a visual aid, rather than as Holy Writ.

Just try to keep a clear, cool head, and remember when and how to prioritize your actions no matter how severe the time pressures. After all, under stress, people revert to their "natural state" and do things according to habit. Your goal, then, is to pick up the good habits learned in this book and make them your "natural state."

## Mastering the Burb Menu

The Burb menu is a real time vampire. Whenever it is opened it sucks away precious, fleeting seconds while you interact with it. The reason for this is that the Burb menu presents a staggering wealth of information and is well worth long study. There, in one compact display, is an overview of your entire economy. It is interesting to note that the Burb menu lists your burbs in geographic order from topmost to bottommost on the map. (Technically, they are arranged from the lowest to the highest grid coordinate numbers.)

The secret for mastering the Burb menu is the same as for saving money in the supermarket: Don't be an impulse shopper. Go in with a predetermined mental "to-do list," knowing *exactly* what you want to accomplish there before ever opening the menu. Then, of course, only take care of *exactly* what's on your list. If you see something else you need, *forget it*. If it wasn't important enough for you to remember to put on your list, it can wait until it becomes more urgent.

"Impulse shopping" in the Burb menu is where players waste a lot of their time. Don't do that. If you open the Burb menu knowing that you need to take care of some unsupported units, don't start reorganizing your production. Likewise, if you're in the Burb menu specifically to see which burbs have "red" production (i.e., are about to begin producing new units this turn) so you can create more airplanes down the road, don't start transferring bucks around or bribing people. You should avoid the Burb menu during intense game play and *only* enter this second-sucking black hole when you have a specific purpose in mind beforehand—then *stick to it*. Getting sidetracked here is far too easy and, often, too costly when there are other human players in the game.

## Programming Macros

For veteran *Command HQ* players, you might remember that in *CHQ* you could program lots of macros for it. You can program a few in *Global Conquest*, too. This little-known feature is limited to mouse macros only (you can't program new hotkeys), but this allows you to customize your mouse so that it does what *you* want it to in the heat of battle. After you play your first game of *Global Conquest*, a tiny little file, called CNQ.MAC, is created in the *Conquest* directory. This file remembers your macro programming so that once you've done it, it will stay that way forever (or until you change it). The default settings for your mouse are given in Table 13.3

**TABLE 13.3** MOUSE MACRO DEFAULTS

| MOUSE BUTTON | NORMAL CLICK | HELD CLICK |
|---|---|---|
| Left Mouse Button | Select | Special Functions |
| Center or Both Mouse Buttons | Deselect/ Exit Esc | Airplane Menu F4 |
| Right Mouse Button | Reference Map Spacebar | Center Map Keypad 5 |

The right and middle mouse button can be programmed by you to perform almost any function-key (F1, etc.) keystroke you desire. (If your mouse doesn't have a middle button, pressing both buttons simultaneously produces the same effect.) For instance, rather than center the map, you may want a held click of the right mouse button to call up your Burb menu (F6) or show all of your unit destinations (F8), etc.

To program these macros, hold down Alt and push the mouse button(s) you want to assign the new function to. You will then be prompted to "Press key to assign button" in an orange pop-up window. These must be either *single keystrokes* or Alt-combination keys. From then on, or until you delete your CNQ.MAC file, the computer will remember your change and customization of your mouse. A keystroke summary list, by the way, is coming up.

## The Hotkey Summary List

*The God of War hates the man who hesitates.*

*—Euripides, Heraclidae,* c. 425 B.C.

One excellent way to save time is to become a *two-fisted player*. This means using the mouse with one hand and the keyboard with the other. Using hotkeys can save a lot of cursor-moving and mouse-clicking, especially when that mouse needs to be elsewhere selecting something urgent. The only way to become proficient as a two-fisted player, however, is to practice. To help you, Table 13.4 provides a summary of every keystroke command in *Global Conquest*.

Between using your preferred mouse macros and keeping your other hand busy over the keyboard, you will become one of the fastest commanders around the worlds of *Global Conquest*.

## THE END OF "TIME"

When you started reading this chapter, you may have said to yourself, "Well, it's about time." You probably had no idea how right you were (or how bad that pun is). Time is defined by both the turn counter and the game clock, and techniques for surviving (perhaps even thriving) under time pressures have been offered here. Understanding the time aspects of using the Execute button, Burb menu, macros, and hotkeys will give you a decided edge in any multi-human-player, real-time game.

Those who primarily play *Global Conquest* solitaire may question the value of this chapter. After all, saving time against Ned is really not a major concern. Still, you'll agree, it's better to use the good time-saving habits learned here against Ned than to reinforce any bad, time-wasting habits you may have already acquired. After all, it would be embarrassing for both the readers and the author of this book to have the "graduates" who have read it humiliate themselves against "live ones" out there because they didn't learn all its lessons. Fortunately, you won't. These good, time-saving habits are easy

**TABLE 13.4** *GLOBAL CONQUEST* KEYSTROKE SUMMARY CHART

| KEYSTROKE | EFFECT |
|---|---|
| F1 | Execute |
| F3 | Terrain |
| F4 | Airplanes |
| F5, Alt-C | Chat |
| F6 | Burbs |
| F8 | Destinations |
| F9 | Treaties |
| F10 | Options |
| + | Speed up |
| - | Slow down |
| = | Show = Who (film viewing only) |
| ? | Event |
| Spacebar | Reference map |
| Alt-Spacebar | Zoom to update window |
| Esc | Exit |
| Alt-C, F5 | Chat |
| Alt-G | Game type (shows scenario options) |
| Alt-J | Joystick; switch to this input device |
| Alt-K | Keyboard; switch to this input device |
| Alt-M | Mouse; switch to this input device |
| Alt-P Pulse bar | Pause and unpause |
| Alt-Q | Quit to DOS |
| Alt-R | Restart game |
| Alt-S | Save game |
| Alt-V | Volume (sounds on/off) |

| KEYSTROKE | EFFECT |
|---|---|
| Ctrl-Alt-H | Human* |
| Backspace | Messages (scrolls backwards) |
| Alt-Backspace | Messages (scrolls forwards) |
| \ Bottom Line | Chats (ongoing) |
| Num Lock & Keypad Nos. | Move map |
| Keypad 5 | Center map on cursor |
| B | Blitz/Unblitz |
| B | Bombing mission (in airplane mode) |
| D | Dogfight mission |
| E | Exploit |
| H | Home assignment |
| K | Kamikaze mission |
| O | Orbital recon mission |
| P | Pursue |
| R | Repeat |
| S | Sneak/Unsneak |
| T | Transfer airplane |
| W | Wait (Till Repair or 4 pulses) |

* Pressing this key combination during a game played on one machine, with the cursor over one of Ned's positions in the Icon Corner, will turn control of that color over to a human player. This feature is intended for use when you are already playing and a friend comes over and wants to join in. On the next turn, your friend can start to play.

to master and will quickly become second nature to you. Hopefully, the good habits you learned in this chapter will become your "natural playing state" during the joyous stress of your most glorious games of *Global Conquest*.

Finally, and for the last time, remember: Never panic!

*The first qualification in a great general-in-chief is a cool head—that is, a head which receives just impressions and estimates things and objects at their real value. He must not allow himself to be elated by good news, or depressed by bad.*

—*Napoleon,* Maxim LXXIII

While you may not be able to *control* time, you can certainly manage it with the techniques provided here. However, the best-laid plans of mice and their users can quickly be overturned by an untimely random event. What can random events do to you? Find out in the next chapter.

# Random Event Cards

*No other human activity is so continuously or universally bound up with chance. War most closely resembles a game of cards.*

—*Carl von Clausewitz,* On War

Random events definitely add spice when playing *Global Conquest*. They also add an element of play balance by, generally, helping the last-place player and hindering the leader. Though scenarios can be created that play without any random events at all (see Chapter 15), their inclusion is customary (and a great deal of fun). Random events, which are symbolized by "cards," come in two varieties: *tame* and *wild*. This chapter will examine the differences between the two and will give detailed insights into the specifics of each card and its impact on play.

## FORTUNE-TELLING WITH CARDS

When you're playing a scenario with random events, one occurs at the beginning of every fifth turn (those whose numbers end with either a five or zero). These events have been placed on "cards" in a "deck." If the tame deck is in play, there will be the 14 various *tame event cards*, plus six *No Event* cards, for a total deck of 20 cards. If the wild deck is play, it adds 16 more *wild event* cards, plus four more No Event cards to the tame deck, for a combined total of 40 cards. Note that the wild deck is always shuffled in with the tame deck when in play, and thus is never played separately. Each card will occur only once unless the entire deck is exhausted, at which time exactly the same sequence is repeated. (Note that the first No Event card that begins each game is a "freebie" and is not counted against the number in the deck—the first random event, therefore, actually occurs five turns into the game.)

The process of revealing these random event cards every five turns

shows each player three cards. The first two are "turned over" one at a time; the remaining card will reveal the actual event that will be in play for the next five turns. The first two cards that were turned over are significant in that they are cards "near the top of the deck" (i.e., they are soon-to-occur events). The accuracy of this two-card foreshadowing depends on your position in the game, as shown in Table 14.1.

**TABLE 14.1:** EVENT-CARD FORESHADOWING ACCURACY

| PLAYER POSITION | FORESHADOWING CARDS REVEAL TWO OF THE NEXT __ CARDS | NEXT-CARD ACCURACY |
|---|---|---|
| Fourth Place | 2 | 50% |
| Third Place | 3 | 33% |
| Second Place | 4 | 25% |
| First Place | 5 | 20% |

As the Table 14.1 shows, the player who's doing the worst gets the best intelligence as to future random events. For the last-place player, one of the events on the two cards revealed *will* happen in five turns (and the other one in 10, guaranteed). Of course, the higher a player is ranked when random event cards are foreshadowed, the less likely one of those shown will be the next random event.

When players' scores are tied (as they often are during the first turn of the game when the first foreshadowing occurs), they share the lowest level of knowledge for the position that they're tied for. The "play-balancing" element of random event card foreshadowing is useful only if the losing players take advantage of it. You should never waste the gift of such outstanding intelligence when you find yourself in last place!

## WHAT'S UP THE COMPUTER'S SLEEVE

*Tu ne cede malis sed contra audentior ito. (Yield not to misfortunes, but advance all the more boldly against them.)*

—*Virgil,* Aeneid

Before examining each random event card up close, it would be wise to examine the broader ramifications of each deck, tame and wild. For purposes of this discussion, each card will be divided into one of four categories based on its degree of impact on play:

1. Nothings (No Effect, neutral or beneficial events).
2. Gnats (minor events, usually of little consequence).
3. Mosquitoes (minor events that can really bite you).
4. Elephants (major events that can step on you).

Although you may disagree with our placement of each card in one of these four categories, for the purposes of this discussion it allows the two decks to be examined side by side as in Tables 14.2a and 14.2b.

The lesson of these two tables is that adding the wild cards to the deck reduces the percentage of mosquitoes while increasing to a small degree the percentages of gnats and elephants. Overall, though, the impact of combining the wild cards with the tame ones is negligible (that is, until an elephant comes stampeding out of the deck and steps on you).

The cards must be thought of as a real deck, by the way. They are arranged in a certain order when the game begins and, when you're playing long games that exhaust the deck, it will be turned back over with the cards coming up again in

**TABLE 14.2A:** RANDOM EVENT CARD DECK COMPARISON TABLE

| CATEGORY | TAME DECK | WILD DECK |
|---|---|---|
| **Nothings** | No Event (6) | No Event (9 total) |
| | Drought | Amphibious Ships |
| | Economic Upturn | Buoyancy Increase |
| | Fitness Craze | |
| | Teleporters in Burbs | |
| | Pep Pills | |
| **Gnats** | Flood | 007 Virus |
| | Spies Turn Coat | Battle Fatigue |
| | Taxpayer Revolt | Dyslexic Virus |
| | Terrorist Attack | Trench Fever |
| | | Solar Flares |
| **Mosquitoes** | Monsoons | Gaia's Revenge |
| | Earthquake | Ice Age |
| | Ground Crews Strike | Space Pirates |
| | Labor Strike | Time Warp |
| | Native Defection | |
| | Economic Downturn | |
| **Elephants** | Native Uprising | Diplomacy Disrupted |
| | Plague | Pope Visits |
| | | X-Ray Vision |

**TABLE 14.2B:** PERCENTAGE BREAKDOWN

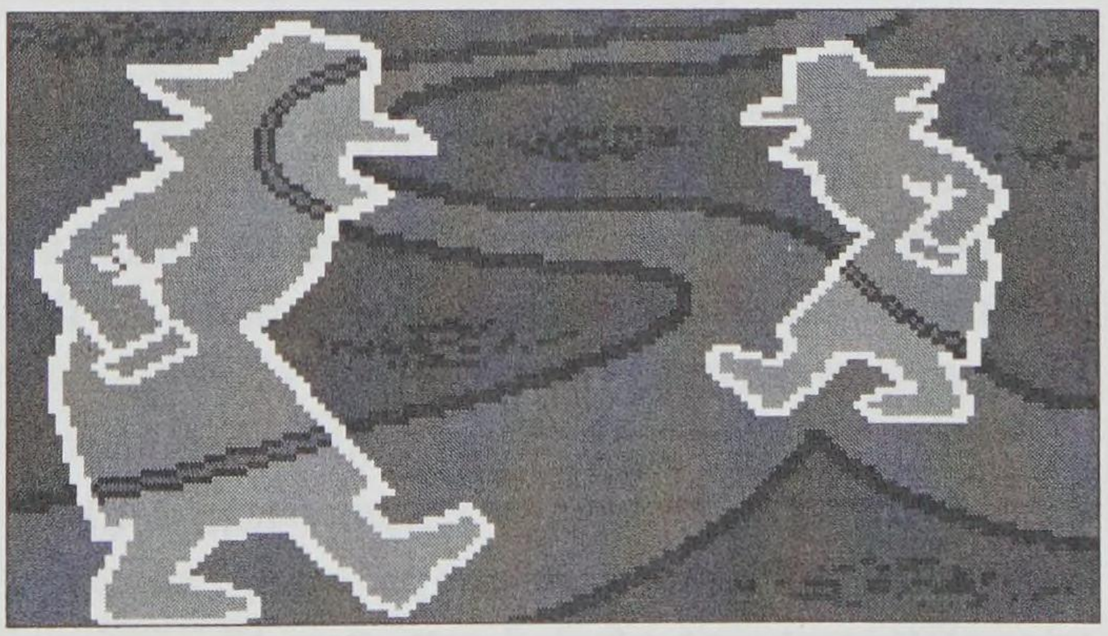
| CATEGORY | TAME DECK | WILD DECK |
|---|---|---|
| Nothings | 40% | 40% |
| Gnats | 20% | 22.5% |
| Mosquitoes | 30% | 25% |
| Elephants | 10% | 12.5% |

*exactly the same sequence as before.* Furthermore, remember that foreshadowing cards come from "the top of the deck," so it really will help to envision the random event cards as sitting in a neat pile off to the side of your computer.

## CARD BY CARD

Unfortunately, the documentation for *Global Conquest* leaves something to be desired if you want to know the nuances of each random event card. Many changes and "tweaks" were also made in Version 2 after the rules were written. Here, then, is a detailed description of each random event card, its exact effect on the game, and hints on how to cope with it.

### 007 Syndrome (Wild)

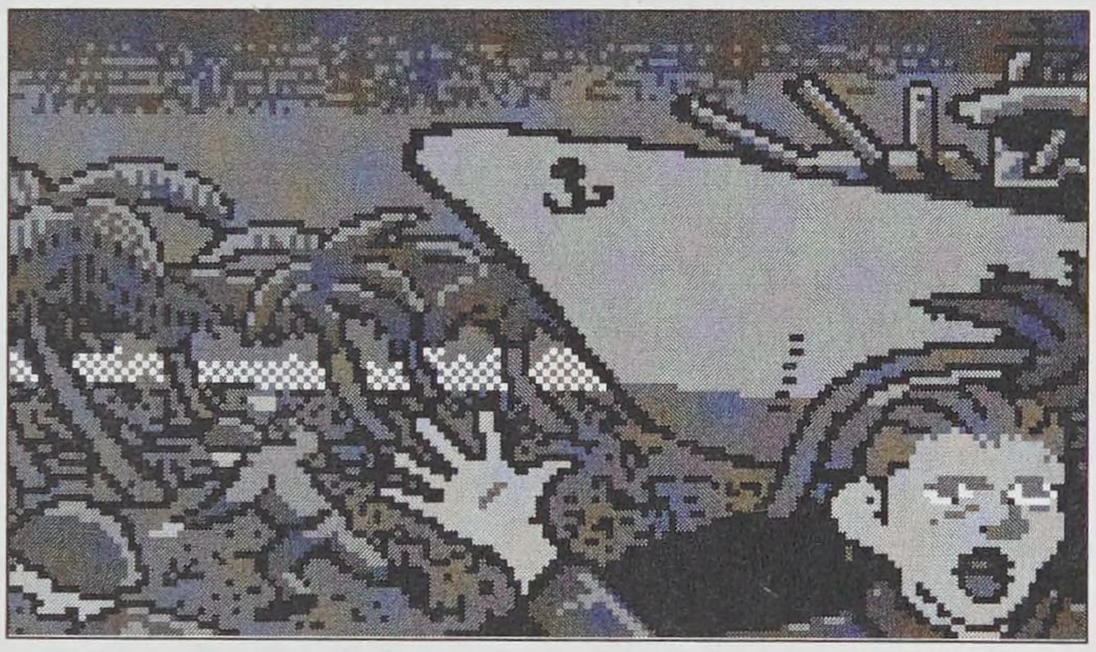


*Spies disappear for five turns.*

All players' spies immediately disappear until the next random event. While gone, they will

finish their previous movement orders, but will cease to perform any spy functions (intelligence-gathering from enemy Comcens, scanning and sabotage—as if they were dead). They will, however, repair or be worn down by attrition if left in (or previously ordered to) a friendly burb or swamp, respectively. This card becomes a de facto "No Event" when playing scenarios without spies in the unit mix, and is usually of little consequence even in scenarios that feature them. It's only for five turns, so roll with it.

## Amphibious Ships (Wild)



*Ships can move on shore for five turns.*

This event can cause some pretty wild situations, but Ned is more apt to take advantage of it than human players are. Humans, who still "see" land and "think" land, will often have a hard time forgetting it's there when moving their navies. Occasionally, human players will find this event useful for cutting across a continent to get to the other side rapidly, but most often that's all the use they'll make of it.

Ships caught on land when this event is over become trapped in their current landlocked square (in the same way as during an Ice Age, but with no hope of escape). Occasionally, it might prove a good idea to "park" a carrier in the middle of an important inland burb (such as when you've captured the native capital and want to defend it). In this way, its long (six-square) scanning and bombardment range can warn of, and inflict losses on approaching attacking units long before they can get close enough to start shooting back. *Note:* ships in burbs and mountain squares will *not* receive any defensive terrain benefits, but they *will* suffer three points of attrition per pulse in swamp squares!

Landlocked burbs will be allowed to build ships during this event (subject to mineral availability, if that option is being used—see Chapter 16). However, avoid building ships in landlocked burbs, because if their construction isn't completed before this event ends, they may never appear. Oddly, during an Amphibious Ships event, newly built ships will not appear on dock squares. Instead, they appear on burb squares, even when empty docks are available in that burb.

Note that Amphibious Ships does not affect transports in any way at all. They must still embark and disembark in the usual way to get across the land.

## Battle Fatigue (Wild)

*Hurt units are teleported to their home burbs.*

This can often be upsetting, particularly for an attacking player whose units are busy fighting and, consequently, are almost never at full strength. Having all your wounded units (whether from combat or other attrition) teleport back to

their burbs, usually far away to the rear, to await repairs can be quite disconcerting, particularly if your Comcen was being protected by such units.

Comcens, you see, have no "home." Consequently, they will never be teleported back to safety during this event. In fact, an attacking Comcen is often exposed to grave danger when this event occurs because the units it's attacking with often disappear from the battlefield, leaving the Comcen quite exposed. Other "homeless" units, and units whose burbs are already full, will not be teleported either. (For this event, land units will not teleport to their home burb if its docks are the only squares open—i.e., the land units will not convert to transports.)

Battle Fatigue can set your plans back quite a bit (particularly if you were attacking), although it might also allow a player who was in a defensive posture to suddenly switch to an offensive one. This card often causes a major reshuffling of troops, so try to cope with it as best you can.

Note that this is an *instant* event and has no further effect for the duration of its five turns in play.

## Buoyancy Increase (Wild)

*Subs surface and ships move faster for five turns.*

Buoyancy decreases the movement costs to exit an ocean or dock square to five MS (movement steps), or nine MS diagonally, which means sea movement is about twice as fast. Also, for the duration of this event, submarines are no longer stealthy, and thus should be pulled back to a position of relative safety behind other ships and away from enemy airplanes. If you ever wanted to lunge across vast tracts of ocean with an invasion force, now's your chance.

## Diplomacy Disrupted (Wild)

*Random treaties are imposed for five turns.*

Given some added bite in Version 2 of *Global Conquest*, this event imposes a new diplomatic reality on all players' units and enforces it for five turns. The computer creates a new relationship for every pair of players, based on the following percentages:

- 50 percent chance of no treaty.
- 25 percent chance of a cease-fire.
- 25 percent chance of an alliance.

Thus, players you were allied with moments ago and whose units yours were peacefully adjacent to, may suddenly find themselves in an involuntary bloodbath. You may also find yourself with a cease-fire or alliance imposed between yourself and an enemy in the very midst of battle! No teammate treaties will ever result from this event (thank goodness), and any imposed treaties must still be formally broken at the end of this event's five-turn duration. This event might also become an

economic asset or liability, depending on how many profitable alliances you gain or lose in the process. (However, this may be difficult to notice in light of the changes in the military situation on the board.)

The altered political reality created during a Diplomacy Disrupted event may provide exceptional opportunity to either launch or set up a major surprise attack. Surprise operations are less likely to be noticed by enemies during this instantaneously imposed combat chaos. If there ever was a chance to make diplomatic hay while the sun was shining, it can't have been any better than when this random event occurs—with a little luck, of course.

## Drought (Tame)

*Swamps don't cause attrition for five turns.*

The good news is that suddenly those swamp barriers are removed, being replaced, temporarily, by clear terrain squares. Oil squares in swamps, however, remain unaffected. The bad news befalls you if you were using a swamp as a defensive barrier, or were about to explore one for oil (the latter because you may forget exactly where the swamp squares were so they can be thoroughly explored).

## Dyslexic Virus (Wild)

*The world is reversed for five turns.*

This event is merely a disorienting pain in the neck and shouldn't change things or create new opportunities. It helps Ned the most, of course, since he's not confused by it in the least. Interestingly, the facing of the unit icon graphics don't change, so Amber's and Magenta's pieces still face left while Ochre's and Cyan's still face right.

## Earthquake (Tame)

*All armor and infantry units moved up to three spaces in any direction.*

The speaker will rumble and the board will shake, and when the dust settles two seconds later, the map will be strewn with chaos. After an earthquake, ships, spies, Comcens, and

natives will still be in their proper squares. Land units may be displaced to either land or sea, turning into either troops or transports, as appropriate. *Every* unit, displaced or not, will lose any movement orders it may have had. This can create major problems if you were trying to coordinate a difficult maneuver or attack. Finally, infantry units will no longer be dug in on the first turn after an earthquake, making it an opportune time for a lightning charge against other players' burbs before they can again prepare their defenses and dig in.

Note that this is an *instant* event and has no further effect for the duration of its five turns in play.

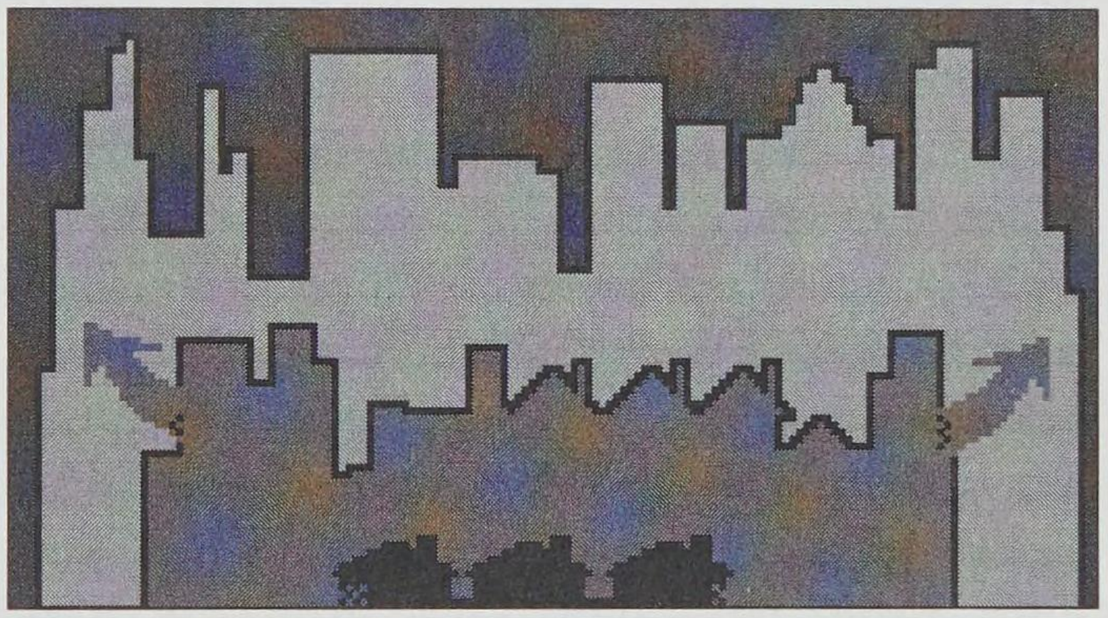
## Economic Downturn (Tame)

*Burb income level falls for five turns.*

Economic Downturns are bad news for your towns, since they'll act like villages for five turns, and thus will be allowed to start only new infantry units during that time. During this event, however, these towns *will* continue with their current production. A town-turned-village's production automatically goes off-line when its non-infantry unit is completed.

This phenomenon can create a Pandora's-box situation for those who are curious about what these *nouveau* villages are producing and when. Extreme caution must be used when calling up the Build menu; if you aren't careful, you may halt production and will then only be able to produce infantry. Make sure to leave the menu by clicking on the Exit button. If you're curious, it is suggested that you either put the cursor over the burb and examine the Cursor Window or simply call up the Burb menu (F6) and read all about it there.

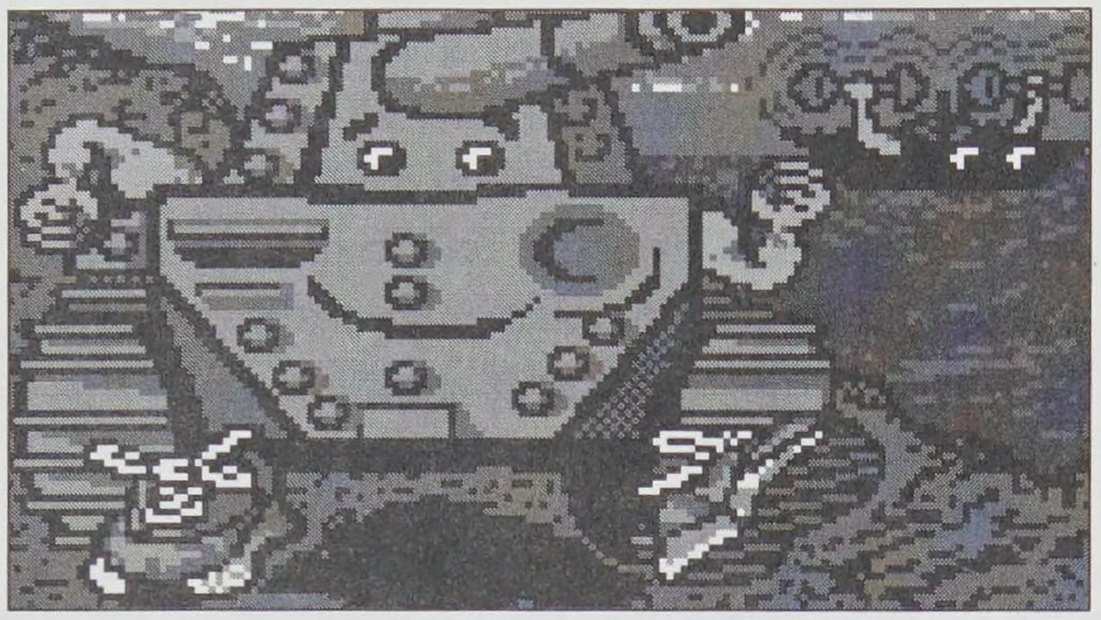
## Economic Upturn (Tame)



*Burb income level rises for five turns.*

Like an Economic Downturn, an Economic Upturn will have its most profound effect on villages, which will masquerade as towns for the next five turns. It will allow these villages-turned-towns to begin constructing other unit types during the five-turn window of opportunity created by this event. The abovementioned Pandora's-box effect also applies in this case, but it will only be true of a village-turned-town *after* the effects of an Economic Upturn wear off. Therefore, keep your patience even after this event is over, and let your once-again villages finish up any non-infantry production they may have started before you open up their Build menus.

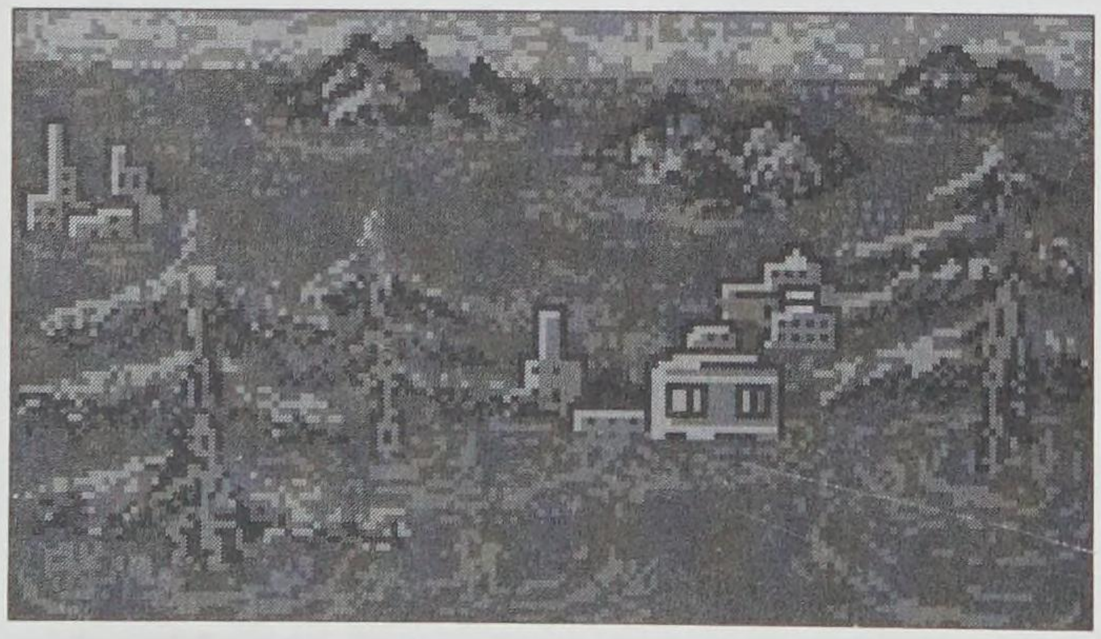
## Fitness Craze (Wild)



*Units repair as they move for five turns.*

*All* moving units repair themselves at the rate of two strength points per square exited (which, for all practical purposes, means that ships will repair faster than land units since there is no "speed limit" at sea—see Chapter 5). This card is a great boon for attacking players, who can circle around defenders or patrol an area nearby while they recover some strength before making another costly run into the breach. A Fitness Craze is also a good time to explore or maneuver through attrition-causing terrain, particularly swamps, because it will negate some of the attrition.

## Flood (Tame)



*Ocean level rises for five turns.*

During a flood, the map is temporarily changed so that all "coastal" squares become ocean squares for its duration. The algorithm (or programming) is such that "diagonal" coastal squares do not flood and, thus, a nine-square (square) island would become plus-sign (+) shaped, while a plus-sign-shaped island would be reduced to its single middle square. One-square islands will not flood, and long one-square-wide "fingers" of land protruding into the ocean will have only their "fingertips" flooded.

Floods may create some interesting tactical opportunities, particularly for attacking burbs that, before the flood, had no dock squares (and, possibly, the units on these newly created docks will find themselves suddenly much more vulnerable because they are now "at sea"). Invading from the ocean becomes a much easier task against these burbs during a flood. This is particularly true in the case of the native capital when it's a nine-square island, because during floods it will be ripe for conquest by a combined attack from naval and land units (of which the latter can now charge ashore through the temporary dock squares on each corner.

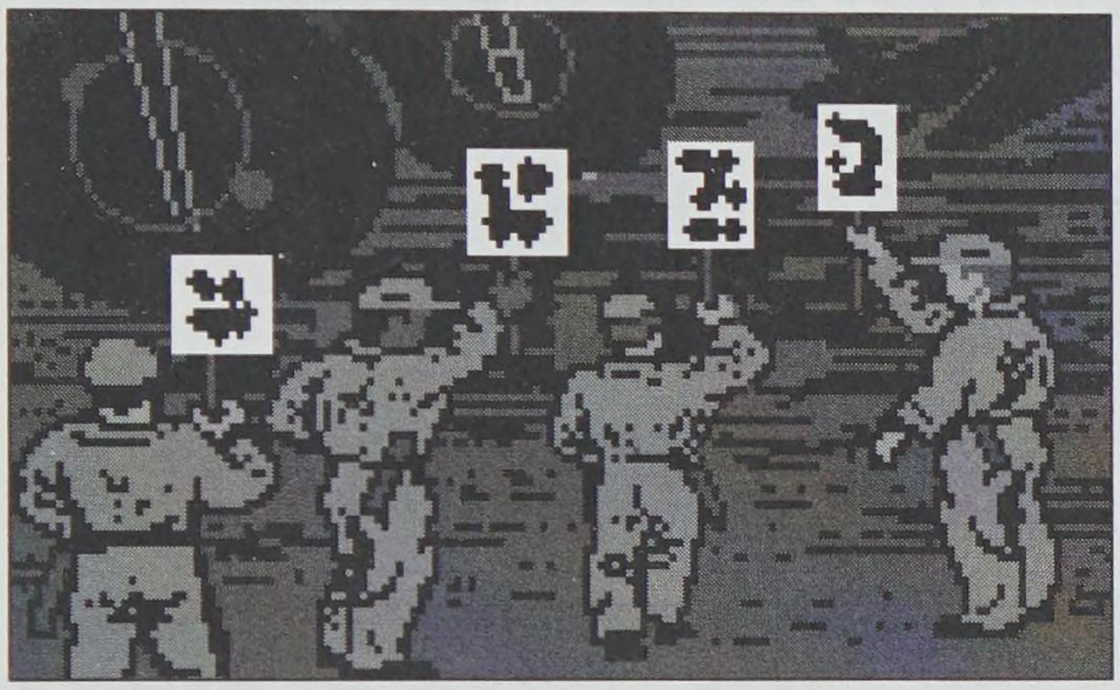
## Gaia's Revenge (Wild)

*Forests grow and cause attrition for five turns.*

Forest squares take over every plain terrain square on the map and suddenly take on the personality of "junior swamps." Forests will cause attrition to units either moving through them *or standing still* at a rate of 1 percent per pulse. As with swamps, then, it doesn't pay to stand around in forests during this event.

Consider delaying your land campaigns in favor of concentrating on your navy for the duration of Gaia's Revenge.

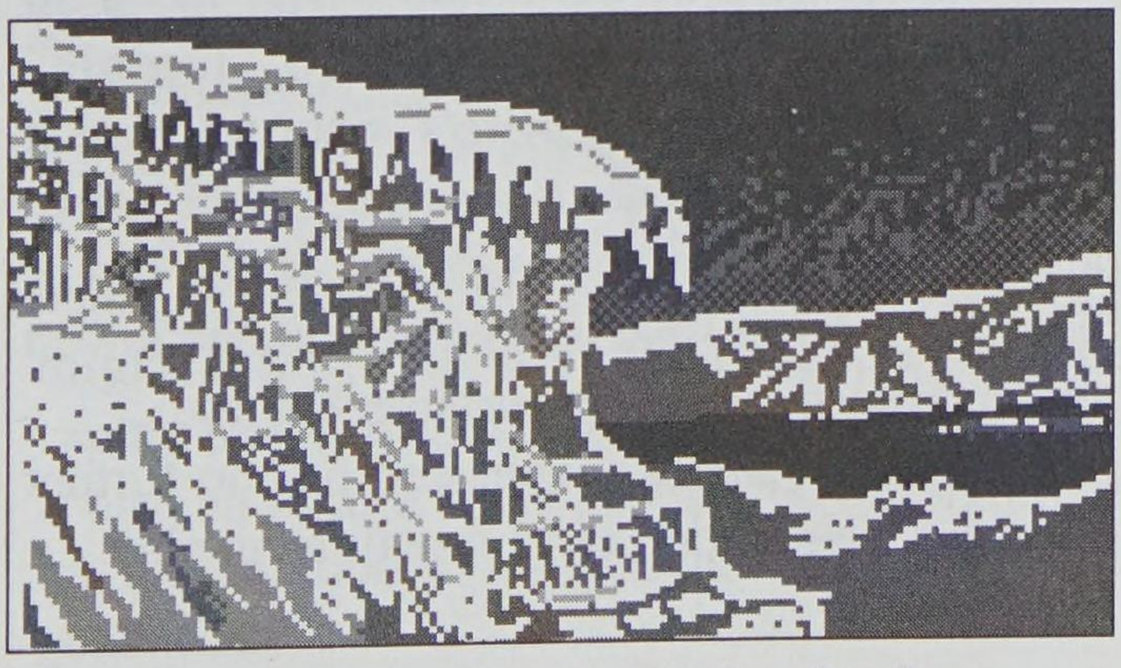
## Ground Crews Strike (Tame)



*Planes don't recover for five turns.*

During this event, available airplanes can be used (once), but will not recover. Airplanes will recover normally after the Ground Crews Strike is over. This event might put a kink in the plans of any player who's heavily dependent on air support, so be prepared to react to this situation. This event might also affect exploration early on and allow troops to maneuver with less fear of being spotted by enemy airplanes once they're made unavailable.

## Ice Age (Wild)



*Ships are stuck, land units run fast for five turns.*

Although players will have to squint at the screen because of all the blinding white that will cover the map, the result of an Ice Age is to turn the oceans into ice, preventing ships and transports from moving. It also allows land units to walk across these "iced-over" ocean squares. Wait, it gets better! The cost for armor and infantry units to exit every square is reduced by their normal MS per turn (6 and 12 MS, respectively), and the terrain exit costs for Comcens and spies are halved (so that Comcens and spies will move twice as fast during an Ice Age). Note that armor and infantry units must still observe the "speed limits" (see Chapter 5), both on land and on the ice.

The up side to an Ice Age is that land units can march across oceans to attack enemies with little to fear from gridlocked hostile navies. An Ice Age is "payback time," in fact, for land units versus fleets. Storming another player's helplessly trapped navy by having your armies close to within shore-battery range will cost you a little bombardment damage, but it will destroy the enemy's fleet very quickly in exchange.

This might be a great time to charge the native capital if it's a nine-square island, since your land units fight better "on their feet" than from their transports (particularly armored units).

The down side to an Ice Age is, conversely, the loss of mobility for your own fleet, including transports, and their vulnerability to enemy armies while they're helplessly pinned. This will be particularly upsetting if the navy was moving with a purpose when the Ice Age hit, and thus will have to wait for five turns before they get going again.

Worst of all, perhaps, is the "blub blub" effect when the ice melts. Any land units that find themselves on an iced-over ocean square when the Ice Age ends are immediately destroyed by drowning (the "blub blub" is the last sound they make). Don't be foolish and leave your armies

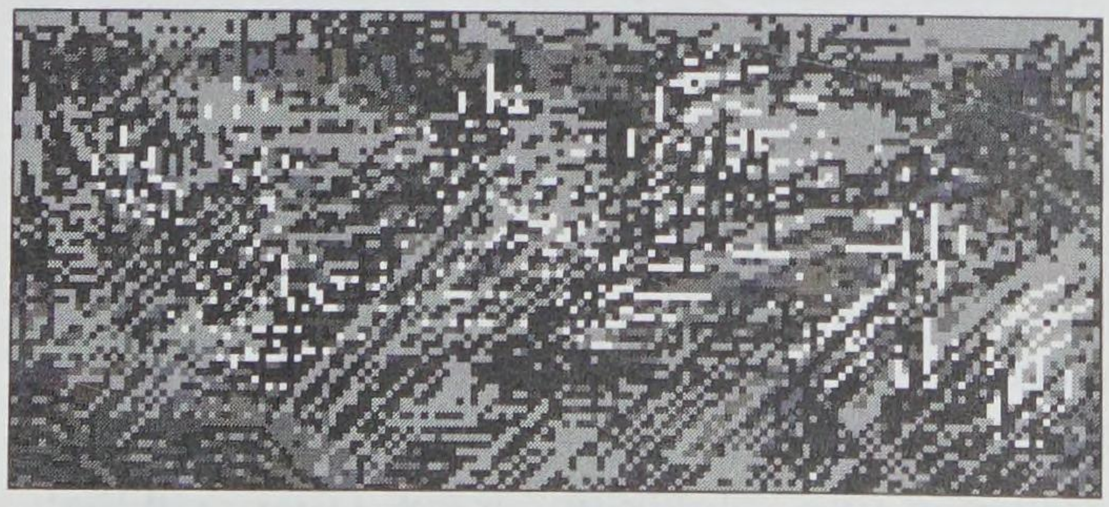
standing around on the ice when it's about to melt. Get them to shore before they go "blub blub."

## Labor Strikes (Tame)

*No new production occurs for five turns.*

You won't be getting any reinforcements for the duration of a Labor Strike, so take extra care to preserve the troops you already have. Lost troops will be irreplaceable until the strike ends. Note that the burbs are still making money, however. A burb's bucks are being "banked" automatically, exactly as if the burb had been taken off-line from production, including the 25 percent maintenance penalty (see Chapter 11). Thus, the turn after the Labor Strike ends, many burbs, with their enriched burb banks, will produce new units. Use caution when planning an attack on an enemy burb at that time, therefore, because they are likely to spring surprise reinforcements on you.

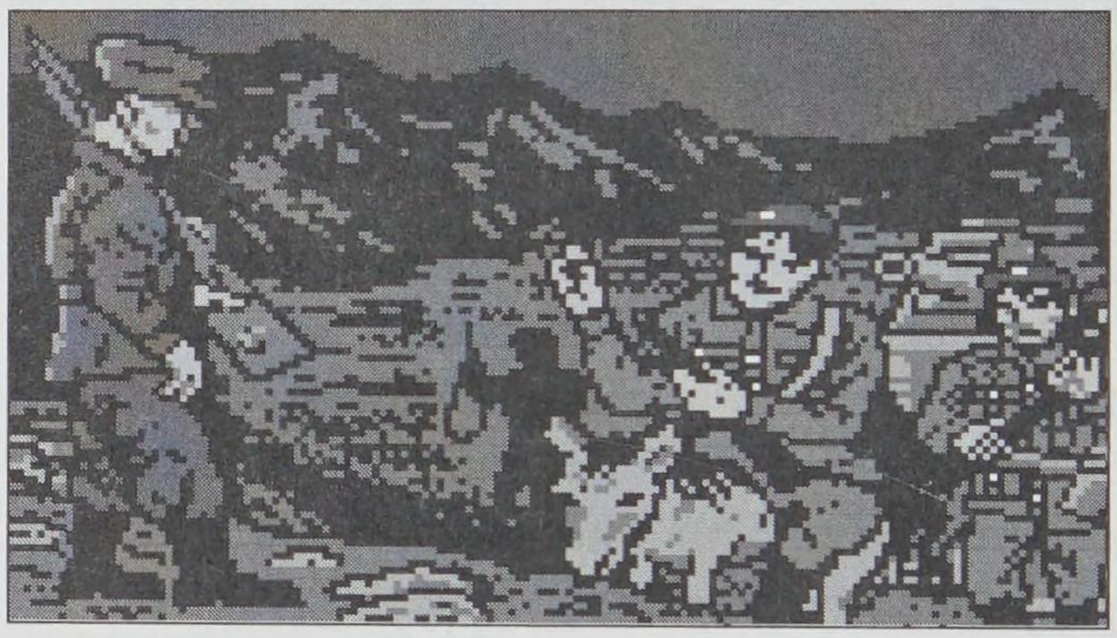
## Monsoons (Tame)



*Planes are grounded, land units move slower.*

Monsoons are like a Ground Crews Strike, only worse. All planes instantly become unavailable and remain so for the duration of this event. Furthermore, Monsoons increase movement costs *on land* by each unit's normal MS rate per square exited, as explained in Chapter 5 (this means that it will take one extra pulse for every unit to exit every land square at normal speed). During Monsoons, it's a good idea to concentrate on your fleet and reorganize your land defenses.

## Native Defection (Tame)

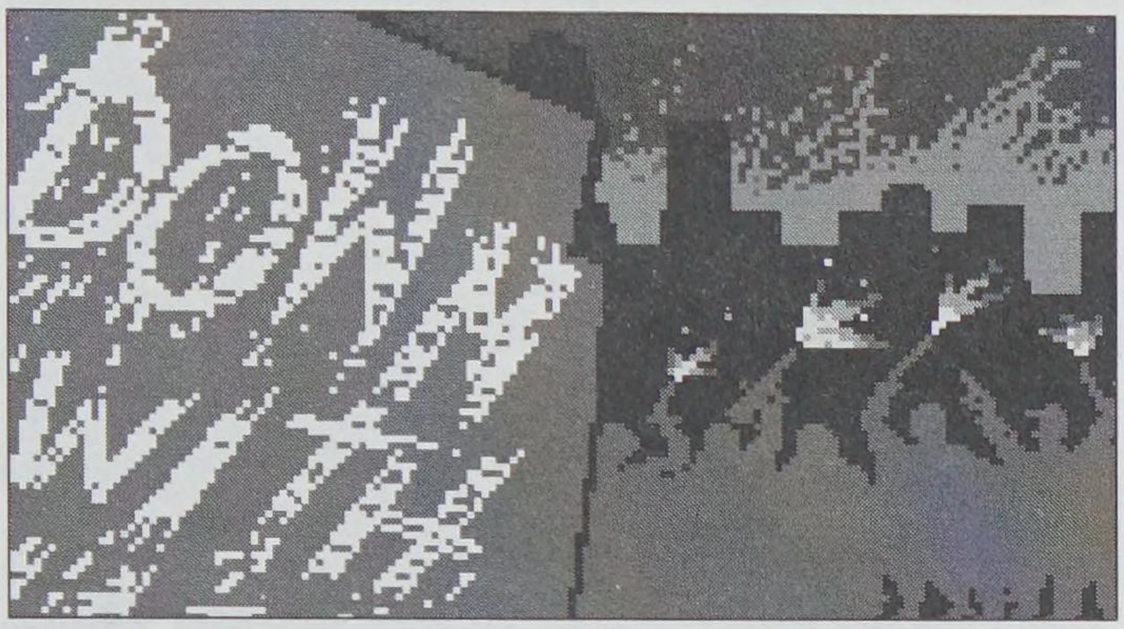


*Losing player gets new infantry.*

This "play-balancing" event will give the player in last place new infantry units for free. (If there's a tie, the units go to the higher-ordered player: Amber=1, Cyan=2, Magenta=3, and Ochre=4.) Each burb owned by the losing player has a 50 percent chance of gaining a new "freebie" infantry unit (assuming there's room to place it there). The losing player is *guaranteed* one native defector in the burb he has closest to the top of the map, however (that is, the one with the lowest grid-coordinates number—strange, but true).

This is an *instant* event and has no further effect for the duration of its five turns in play.

## Native Uprising (Tame)



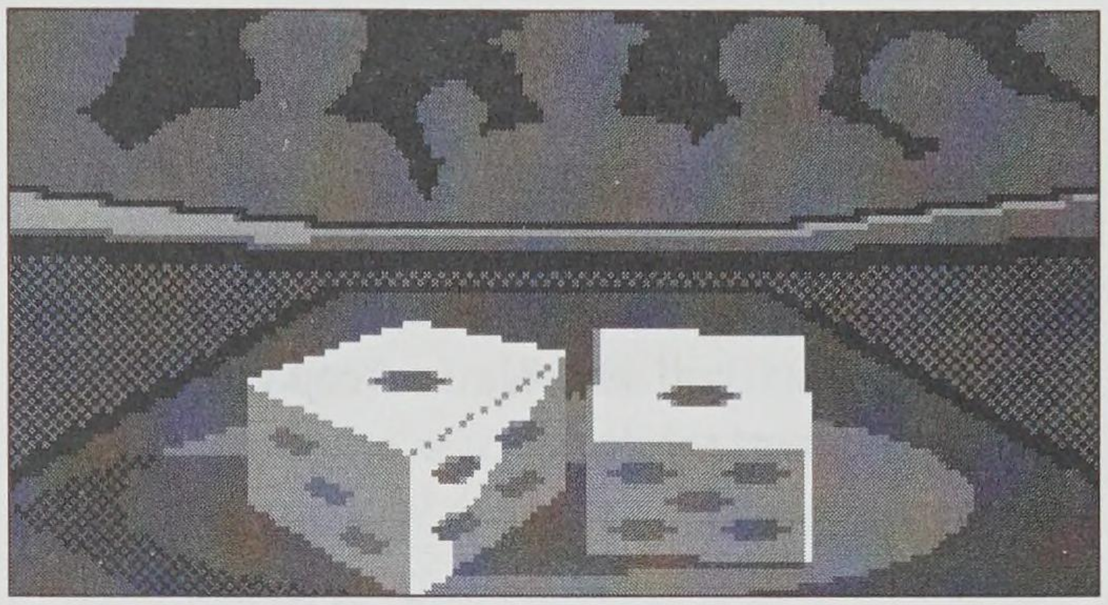
*One native unit appears in each burb.*

Arguably the most disastrous event in the deck, a Native Uprising places a native infantry unit in every burb on the board that has an empty burb square available. If you had any ungarrisoned burbs (or if there were only spies or airplanes in them), they're lost now. When this happens, quickly secure the burbs you have garrisoned or are near to, before the new native units can dig in, and rebuild your economic base as rapidly as possible through reconquest. Try to find some solace in the fact that your opponents are probably suffering as much as you are.

When a Native Uprising occurs, for every lost burb you'll probably find yourself with a few newly homeless, unsupported units. These units must either conquer a burb quickly (which they are automatically assigned to if they occupy that burb on the turn during which they conquer it) or have their support burden transferred to one of your remaining burbs. Failure to do either of these will quickly bring these units down to 10 strength points by attrition, as explained in Chapter 11.

Note that a Native Uprising might even cause the natives to win the game, since they might capture all four metroplexes and the capital or kill the last Comcen by surprise. This is also an *instant* event and has no further effect for the duration of its five turns in play (thank goodness!)

## No Event (Both)

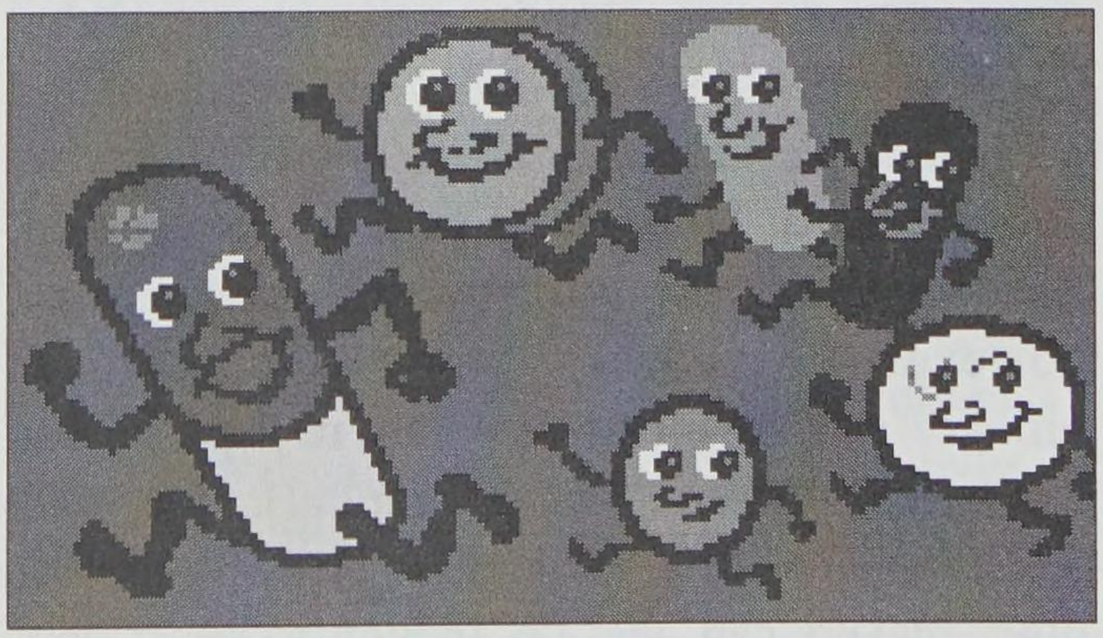


*Nothing happens this time.*

This is what Free Parking is *supposed* to be like in *Monopoly* (before you started adding your own "house rules" to it). Take a breather and use the next five turns to really concentrate on your game.

In scenarios without spies in the unit mix, the 007 Virus and Spies Turn Coat will become *de facto* No Event cards, while the same is true for the X-Ray Vision event in scenarios that feature full visibility (see Chapter 15). The same is also true for the Ground Crews Strike event in scenarios without airplanes, and for Amphibious Ships when playing with only infantry units in the counter mix.

## Pep Pills (Wild)



*Infantry move twice as fast for five turns.*

There will be a lot less need to blitz infantry units while Pep Pills is in effect because this

event decreases the MS costs by six for infantry units (but not their transports) to exit a square. This means that infantry units will be able to exit plain terrain squares at the rate of one per pulse, which, as you know, is the "speed limit" (see Chapter 5). While this event may have very little real impact on play, isn't it nice to know that the grunts will be able to keep up with the tanks for a short while?

## Plague (Tame)

*Units in burbs are reduced to one point.*

This event will benefit only the player who had the foresight or good fortune to get his units out of any burbs before it hit. Otherwise, every player is equally and horrendously affected (especially the natives). If you happen to have a force of non-plagued units available, a sudden opportunity opens up for you to launch an *immediate* attack on an enemy burb before the units in it can be repaired back up to strength. This is a narrow window of opportunity, however (larger when units are repairing in villages and smaller when they're repairing in cities, metroplexes, and the capital). You must strike, even with a weakened force, before the other players can heal up enough to resist your offensive. Seize the moment!

Note that the Plague is an *instant* event and has no further effect for the duration of its five turns in play (except for the time it takes to heal your units back up to full strength).

## Pope Visits (Wild)

*Units heal (instantly) but won't fight for five turns.*

There's a lot to be said about the opportunities presented while the Pope is enforcing a universal cease-fire. In particular, it's an excellent opportunity to swarm around and infiltrate key objectives—either enemy burbs or the native capital—because infantry units will have time to dig in before the Pope leaves.

Setting up improvised little Pearl Harbor attacks on the other players also becomes a viable option (provided that they're not busy doing the same thing to you). The shooting all commences simultaneously the moment the Pope leaves, five turns later, to make way for a new random event. A Papal visit is also a good time to pursue an enemy Comcen—at least to distraction, if not to its post-Papal doom.

A Papal visit is also a good time to regroup your units and prepare defenses. Since their healing is instantaneous and complete, don't worry about patching up any battered boys. Finally, remember: The Execution Phase after the Pope leaves is generally a long one because of all the battles that were set up while he was around.

## Solar Flares (Wild)

*Interface gets tricky for five turns.*

Like the Dyslexic Virus, this event doesn't really do anything but annoy human players. Ned won't suffer any ill effects from Solar Flares, but *you* (or, at least, your sanity) will. Occasionally, the screen will "static out" for a second and, more important, some of your inputs won't register. Thus you must pay special attention to make sure that all your keystrokes and mouse clicks have their proper effects before moving on to your next task during a Planning Phase. Just be patient. It only lasts for five turns.

## Space Pirates (Wild)

*Pirates take money and production from burbs.*

The second-worst random event in the game might well be the plundering of Space Pirates. Strengthened in Version 2 of *Global Conquest*, these alien raiders now take all the players' saved bucks *and* reset all of their production levels to zero, meaning every unit being built has to start over from scratch. This can be a great equalizer, since the more a player has, the more he'll lose when the pirates hit the game.

Note that this is an *instant* occurrence and has no further effect for the duration of its five turns in play. Your burbs will continue to generate income and produce units normally while the pirates are still lingering around, counting their plunder.

## Spies Turn Coat (Tame)

*All spies switch sides.*

Spy units switch to other players according to a prescribed "ring-around-the-rosy" formula. Basically, it works as follows: Amber's spies go to Ochre; Ochre's spies go to Magenta; Magenta's spies go to Cyan; and Cyan's spies go to Amber. If a player has more than one spy, they *all* defect to the "borrowing" player. All spies return to their original owners at the conclusion of this event—assuming, of course, that the "borrowing" players keep them alive.

If the designated "borrowing" player is dead, spies that would have defected will stay loyal to their original owner (which is sweet, because that player not only keeps his spies, but also gets another player's). If the player you would get a spy *from* doesn't have any, naturally you won't get any.

While always a pain in the neck, Spies Turn Coat often creates an opportunity to steal information from poor Ned if his spies defect to you. Because Ned always keeps his spies close to his Comcen, it's a simple matter to pursue Ned's Comcen with his former spy and start stealing information from him.

Usually, you should spend a moment to reconsider your "spy priorities" after this event occurs and figure out how best to employ your new spies (either locally or by recalling them to your burbs or Comcen). Of course, killing off these borrowed spies means that the player you borrowed them from won't be getting them back (but that would be mean and you're not like that, are you? [evil grin]).

Note that this is an *instant* event and has no further effect for the duration of its five turns in play, at which time it expires and all surviving spies go back to their original owners at their new present locations. If you're playing a scenario that doesn't feature spies, this is a *de facto* No Event card.

## Taxpayer Revolt (Tame)

*Burbs get half income for five turns.*

Naturally, this event will really slow down your production and may even cause burbs without sufficient reserves of bucks in their burb banks to stop supporting some of their units (based on a random order). Keep an eye on your Burb menu, particularly when the scenario you're playing features high unit support costs. If there's an emergency unit you need, consider transferring any money in your treasury to the appropriate burb to help build it quickly (but remember that it will appear only if that burb can support it after it's built!).

## Teleporters in Burbs (Wild)

*Units move to friendly burbs instantly.*

This event is a defender's godsend, because reinforcements can be teleported to threatened burbs in an instant. Though it's also useful for attackers to gain an element of surprise by instantly teleporting a huge force to a burb near an enemy's, an alert player will notice the threat massing on his borders and teleport his own units there in response. Still, the opportunity for a player to instantly redeploy forces across the largest map creates an awesome potential for cunning players to shift their military "centers of gravity" with ease.

Teleporters are also a good way to move pinned and injured units back to your best repair facilities (such as cities). Their withdrawal is automatic and instantaneous, with no fear of additional losses from clumsy attempts to "disengage." Note that airplane transport missions *into* burbs no longer make those planes

unavailable. Thus you can move your entire available air force to burbs you control, concentrating it at will, and still use it for conducting missions during that same Planning Phase. Transporting airplanes to Comcens and carriers, however, will make them unavailable in the usual manner.

Note that teleporters also work with teammates' burbs, too, except in the case of airplanes, which transport missions never allow to rebase on burbs the player doesn't own.

## Terrorist Attack (Tame)

*One of the winner's burbs is destroyed.*

Another of the "play balance/equalizer" events, this one throws a small problem at the winner. Usually, of course, the winner can continue on after the loss of a single burb without much problem. (Well, if your metroplex blows up, *that* could be a real problem, particularly early in the game.) The burb selected will be entirely random (except that the native capital, if controlled, can never be the subject of a Terrorist Attack). When attacked, the burb turns into a nine-square block of mountains (with no resources in it). All units in the burb (except Comcens) are killed.

Note that this is an *instant* event and has no further effect for the duration of its five turns in play.

## Time Warp (Wild)

*Game is reset to the spot five turns previous.*

This event is either a curse or a blessing, depending how well or poorly you've done during the last five turns. The pieces, production, bank accounts, and treaties will be reset to their positions as of five turns ago, but *not* the Turn Counter (time marches on). Fortunately, whatever five-turn-duration random events may have been hindering you a moment ago won't apply during this replaying of the past.

However, because the game gets returned to the point immediately *after* the last random event card took place, certain *instant* events *will* be repeated during a Time Warp. These include the effects from a recent Battle Fatigue, Earthquake, Native Defection, Native Uprising, Plague, Space Pirates, or Spies Turn Coat (which *will* clear up at the end of five more turns). The Pope's Visit will still heal all units; Terrorist Attack and Trench Fever will unentrench all infantry units, but the units will begin to dig in right away. Whew!

Other events, those which "change the map" (in the computer's eyes, that is, not yours), will take permanent effect for the rest of the game if they occurred immediately prior to the Time Warp. Specifically, they are Economic Upturn, Economic Downturn, Drought, Dyslexic Virus,

and Flood. In these instances, they will become permanent features of the scenario played.

Interestingly, if you were eliminated during the past five turns, during a multi-human player game that continued past your demise, you will be allowed to reenter play. When a Time Warp comes up, all you can do is to try to apply any lessons you've learned during those five turns and not repeat any mistakes you may have made (or worse, exacerbate them). Because the Time Warp is an *instant* event, it has no further effect for the duration of its five turns in play, except in the cases already specified.

## Trench Fever (Wild)

*No dug-in units for five turns.*

Trench Fever has the same effect as waving a red cape in front of a bull. With no defending infantry units dug in, this is a great opportunity to attack, particularly against well-defended cities (such as the native capital) that you had thought would require a long and bloody siege. Don't hesitate! Four pulses after this event ends, all those static infantry units will be dug in again.

## X-Ray Vision (Wild)

*Spies, subs and hidden units are visible for five turns.*

For five turns, every attempt you've made at stealth will be ruined. Often, this will expose aggressive spies to certain death as they're found in enemy burbs or adjacent to enemy Comcens. The turn after this event kills more spies than any other occurrence. Your spies are *never* safe after this event comes up, even in native burbs! Submarines, too, are exposed, and should move to the back of the fleet or risk long-range engagement from enemy carriers and airplanes. Don't even bother to sneak units while X-Ray Vision is in effect—it simply won't help.

When this event occurs, back off your submarines, blitz your spies out of danger and back to safety, and use this opportunity to get the full picture of what the other players are up to. Note that this can be considered a No Event card when it occurs during a full-visibility scenario, except that spies are now targets. The only thing not revealed by X-Ray Vision is the world's geography itself.

## PLAYING THE CARDS YOU'RE DEALT

*Deus ex machina.* (A god out of a machine.)

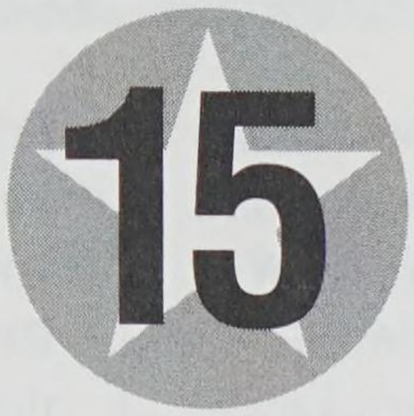
Some players have asked why such "nuisance" events as Earthquakes and Solar Flares popped up, like some sort of evil inspiration, in the collective minds at Ozark Softscape. The answer is, quite by accident. The effects created by these events (the shaking of an Earthquake and the static of Solar Flares) were inadvertently discovered while fine-tuning the map-generation routines. Rather than waste this new-found "technology," new random events were created to show it off. The moral? "The invention of necessities can be a mother."

Knowing the potential pitfalls and opportunities presented by the various random event cards will give you a decided edge in *Global Conquest*. Learn, in particular, how to read the two foreshadowing cards and to prepare yourself for their eventual occurrence. Remember, too, that as a rule, most of these cards are "player-neutral" and will affect all players evenly (subject to individual circumstances). It is the player who can best adapt to the changes presented by random event cards who will find new opportunities to exploit.

Well, that pretty much says it all about the tips, tactics, and techniques you need for winning play in *Global Conquest*. From here on, you'll learn about customizing games and maps, learn how to connect up with other human opponents for lively human-versus-human play, find out a bit about the minds behind this game, and pick up a few odds and ends besides.

# Part IV:

## Inviting Friends



# The Push-Button Guide to Scenario-Building

This chapter begins the final section of *The Official Guide to Global Conquest*. With the foundations of the game laid in Chapters 1 through 6, the mortar mixed in Chapters 7 through 9, and the building blocks for winning play laid brick by brick in Chapters 10 through 14, what is there left to do? For many games, full coverage of the basics would constitute a complete discussion. Not so with *Global Conquest*. Dan Bunten and his colleagues at Ozark Softscape have created a product that's part game, part design kit, and have put it together in such a way that you could get together with others and play Global Conquest forever without ever coming to the end of it. From this point on, you'll learn all about the remarkable "extras" provided in *Global Conquest* which will increase your enjoyment of it immensely.

This chapter will show you how to custom-design your own scenarios. *Global Conquest* includes an entire Setup menu for scenario creation. It allows you to define the play parameters, name your custom scenarios, and save them for future use in either solo or multi-human-player games. More important than merely presenting and defining your various scenario-design choices, this chapter will provide insight into the ramifications of each option and combination of options that you might put together, and help you build the kinds of scenarios that will truly suit your tastes.

## MENTAL BLUEPRINTING

Although custom-designed scenario parameters can be created in a matter of seconds, it is a good idea to give some forethought to what you want a specific scenario to achieve before creating it. Are you trying to create a

"sea world" which will emphasize naval action? Then consider the right unit mix, a small Land Size, and plenty of Burbs and Resources. Will this scenario stress challenging economics? Then a higher Support Cost, lower Burb Level, the full Effect of Resources and Exploiting, and the economic scoring method will be desired. Do you like tank battles? Perhaps the WWII counter set, with a large Land Size, few terrain features, no Effect of Resources and the casualty-counting scoring method would be right. If you have some idea of what you're trying to concoct before you start mixing elements, you're far more likely to create an enjoyable scenario.

After selecting Configure from the Main menu and Custom Game from the Configure menu, you will be given 21 options over 4 menus from which, together, you'll define a custom scenario. The options will be pre-set (or "defaulted") to whatever parameters were set for the last scenario (either the one most recently designed or the one most recently played). Once the Setup Options menu opens, so do the laboratory door and the fun of custom scenario design.

## SETUP OPTIONS

The various setup options define both what mix of unit types will be available during play and how "wealthy" each player will be at the beginning of the game. Starting wealth, of course, is subject to each player's rank. Basically, the bonus received for players above the rank of Corporal is always added to the scenario-prescribed starting burbs and bucks.

Specifically, Captains receive an additional burb and 20 additional bucks in their metroplex burb bank (with 10 additional bucks in each of their other starting burb banks) prior to the beginning of the game. Generals receive twice that bonus—2 extra burbs and 40 additional bucks in their metroplex burb bank (with 20 additional bucks in each of their other starting burb banks). Still, the basic (read "Corporal") setup level of burbs and bucks must be pre-determined, so you should give them some thought.

### Units Allowed

You have selections when choosing the *counter mix* (the various types of units that will be allowed in play for that scenario). The first three do not include the Comcen unit, so players choosing one of these won't be able to knock each other out of the game, short of capturing of all a player's burbs and eliminating every last one of his units. Thus, if you want to see everyone "in at the finish," your best bet is to pick a set of pieces that does *not* include a Comcen.

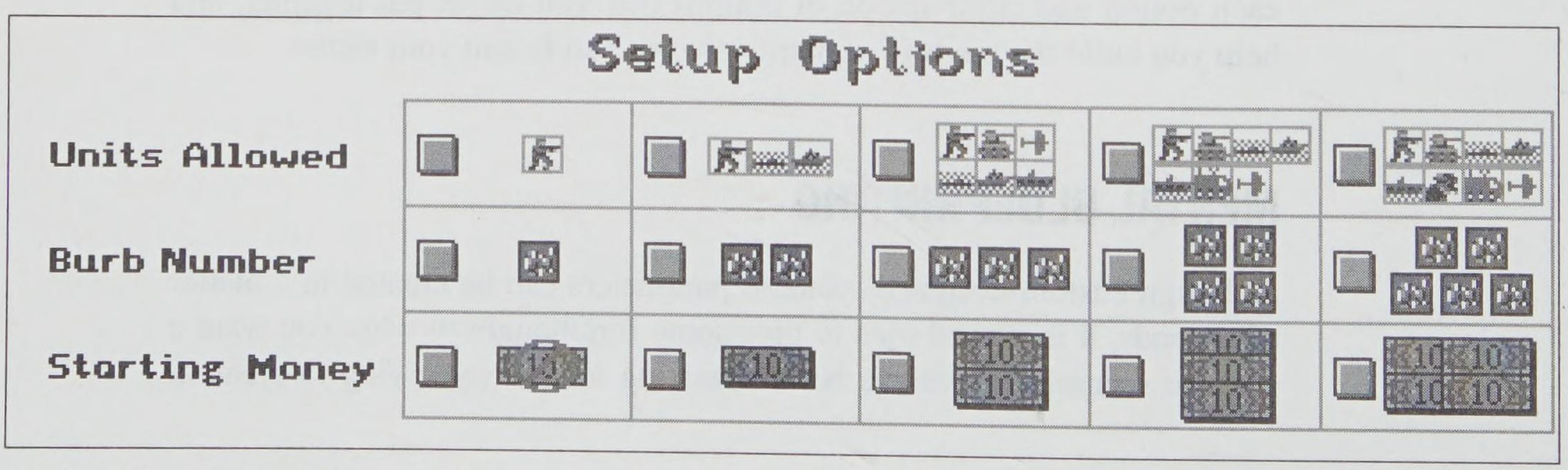



**Figure 15.1** Setup Options display

An *infantry units only* game is the first choice, and is particularly well suited for teaching *Global Conquest* to absolute beginners. Since infantry units usually make up a large portion of most players' forces in any given scenario anyway, even veteran players will still find plenty of challenges in "pure infantry" scenarios. There is no point in selecting the higher level of restrictions for the Effect of Resources under Economic Options, because those unit types will not be present in the game when this option is selected.

The *World War I* counter mix includes infantry, battleships, and submarines. It gives players the basic land and sea units needed to explore more elements of the game's mechanics. Experienced players who play scenarios with this set of pieces are often surprised by its versatility and by the many strategic and tactical possibilities it provides. With this counter mix, don't bother to select the restrictions on oil only for the Effect of Resources under Economic Options, because those unit types won't be present in the game when this option is selected (although restricting ship construction to the availability of resources *will* apply).

The *World War II* unit set provides all six of the basic unit types by adding tanks, carriers, and airplanes to the World War I mix. All the ingredients necessary to provide a full range of strategies and combined-arms tactics can be found in this counter mix. This is the top of the line before adding the Comcen unit type (which can lead to a player's instant demise), and is favored among some of the "wargaming purists" who play *Global Conquest*. This set of units is made for epic campaigns of bluff, battle, and maneuver.

The next counter set is the *World War II plus Comcen* mix. Having added a Comcen, players will now "have their jugulars exposed," and the style of play is likely to change as others try to achieve sudden, decisive knockouts. Besides making each player who has one more vulnerable to elimination, Comcens allow players to conduct Orbital Recon missions, and make excellent scouts and explorers in their own right.

The ultimate counter mix, *World War II plus Comcen and Spy*, includes every piece provided in the game. The addition of spies puts all their unique aspects into play, including their excellent scanning, their ability to steal intelligence from enemy Comcens, and their capacity for industrial sabotage. Spies, however, are virtually useless in "open-eye" scenarios (see Opponent Visibility, below), because they have no combat strength and, without their stealth, they're easy to hunt down and kill if they expose themselves.

## Starting Units

At the beginning of each game, a player's metroplex will contain his spy, his Comcen, and an airplane based on the Comcen. In scenarios without these unit types, starting forces will differ according to Table 15.1

**TABLE 15.1** RELATION OF METROPLEX STARTING FORCES TO UNITS ALLOWED

| UNITS ALLOWED | METROPLEX STARTING FORCES AVAILABLE |
|---|---|
| Infantry Only | Infantry and infantry transport |
| World War I | Infantry and battleship |
| World War II | Infantry, airplane, and battleship |
| WWII + Comcen | Comcen, airplane,* and battleship |
| WWII + Comcen + Spy | Comcen, airplane,* and spy |

* Begins based on the Comcen.

Each burb (other than your starting metroplex) always begins with an infantry unit in it, which draws its support from that burb.

## Burb Number

This option can be set so that every player ranked Corporal in the game begins with one to five burbs. The number of starting burbs determines whether or not there will be an "opening game" and, if so, in conjunction with the map size, how long it will last.

The "opening game" is a period of expansion from a small economic base of, usually, only one or two burbs. Players then expand out, usually by conquering neighboring native burbs, to build up empires big enough to challenge each other. With a large number of starting burbs, players usually have the economic resources to start bashing away at each other from the start.

Map size should also be figured in with starting burbs and game length. For example, a 30-turn scenario is difficult on a medium-size map—*unless*, perhaps, players start off with their empires "pre-built" (i.e., five burbs apiece during setup). Consider a high number of starting burbs as a tool to balance against shortening the turn length of your scenario design.

## Burb Selection Strategies

When a player has only one burb, it will always be his starting corner metroplex. Generally, players starting with a single burb should build a ground unit fast and conquer another burb pronto.

When starting with only two burbs, it's usually wise to pick a burb that isn't too far from your metroplex so they can offer each other mutual offensive and defensive support.

When starting with three or four burbs, try to keep them clustered together (but not necessarily near your metroplex, although that's not a bad idea) for mutual support. A tight cluster of burbs can withstand a lot of punishment.

With five burbs (or more, depending on a player's rank, remember) to start with, again, keep them in clusters for mutual support. With this many burbs, you can get away with making two small, mutually supporting clusters of burbs, instead of just one large one. Generally, it is *not* a good idea to scatter your initial burbs around singly, because they can easily be conquered one at a time.

## Starting Money

Like the Burb Number discussed above, this is another setup option in which a player's rank means a hefty bonus. Whatever Starting Money is chosen, that amount will appear in each player's metroplex bank at the beginning. Each burb bank will begin the game with half that amount.

Starting Money can be set to either none, $10, $20, $30, or $40. Basically, the amount selected will determine how many units will be initially placed on the board. During setup only, units constructed with Starting Money will appear instantaneously if the total of the burb's bank and income can cover their production costs. The higher you set the Starting Money, the busier the first turn will be for everyone and the sooner they'll have strong forces mixing it up.

# ECONOMIC OPTIONS

The way the Economic Options are set will determine the ease with which new units are added to the game. The scenario's scoring system will also be defined here, as detailed in

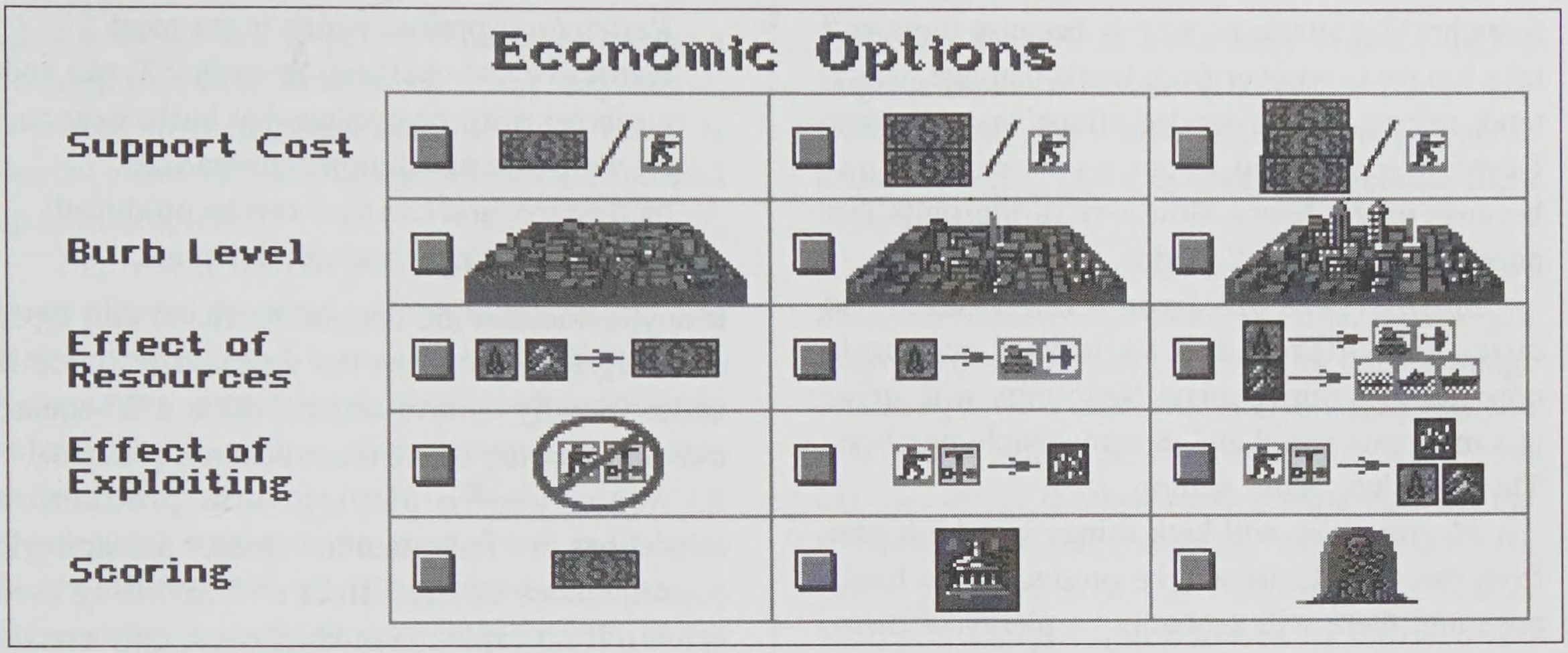



**Figure 15.2** Economic Options display

Chapter 8. You have the freedom to create a world economic model that can range from fast and loose to slow and tight—with many shades in between.

## Support Cost

Support Cost is one of the two regulators of the "production speed limit and practical unit ceiling." The lower the Support Cost for individual units, the more units can potentially be in the game, and the more quickly burbs can produce them because of their reduced overhead burden. The support cost per unit will be either $1, $2, or $3 per unit per turn, but things can get very interesting when it's set to $3. In such scenarios, units and spare bucks become quite precious and the loss of even a single resource can send a burb spiraling into deficit spending. This "three-buck squeeze" makes for a very challenging, tight little game.

A high Support Cost also tends to increase the value of exploiting land to create resources and improve burbs, creating something of an "engineers' war." Conversely, a low Support Cost tends to emphasize putting units in the field over improving your economy. Although building units is a slower process in a high-Support Cost scenario, replacing losses becomes faster, because each unit taken off a burb's support burden adds a lot more production per turn to its replacement.

## Burb Level

The Burb Level defines the general size at which the burbs will begin the game. Like the Support Cost, this is another "production speed limit and practical unit ceiling" regulator. There are three choices, each of which emphasizes different elements of the game.

*Mostly villages* will put a lot of infantry units on the board (since that is all a village can produce—see Chapter 11). When selecting this Burb Level, it is a good idea to also choose some Effect of Exploiting to go along with it. This will give players more options during the game than silently suffering in poverty (unless, of course, that is the goal of your design). Impoverished worlds will tend to favor prepared defenders over

freewheeling attackers, simply because units will take longer to recover from battle damage, which tends to bog down extended offensive operations. Combat in general becomes more cautious because of the fewer, slower-repairing units that populate these "poor" worlds.

*Mostly towns* gives you a few villages and cities and offers a full variety of economic opportunities during play. New units will arrive at a moderate speed and in manageable numbers. This is a nice, "safe" setting.

*Mostly cities* will kick things into high gear from the start. Units will be produced at a lively pace and there will probably be plenty of them, depending on their Support Cost. Offensives will be much easier to keep moving, because attacking forces can quickly repair in a conquered burb and press the defenders more quickly. Expect to see a more wide-open game in general when the world is "rich." Note that the Effect of Exploiting burbs becomes largely moot when this setting is selected.

## Effect of Resources

Having resources is always good. These options allow you either to just take the money (two bucks per turn) and run, or take the money *and* set challenging (dare I say "realistic"?) production restrictions for certain unit types based on resource availability. The three options for the Effect of Resources are:

- The "no restrictions," or *Just Adds Money* option: This means that resources will add their usual two bucks per turn to the nearest burb and that's it—no restrictions.
- The *Adds Money Plus Oil Restrictions* option: The money is still there, but now tanks and airplanes must be produced at burbs near an oil well.
- The *Adds Money Plus Oil and Mineral Restrictions* option, which is the most restrictive and challenging model: Tanks and airplanes must be produced at burbs near an oil well, *and* naval units (submarines, battleships, and carriers) can be produced only at burbs near a mineral deposit.

If any restrictions are chosen, restricted unit types can only be built when the required resource is under friendly control and is within a 25-square radius of the burb where construction is planned.

When you're playing with production restrictions, it's important to consider the strategic consequences of the Effect of Exploiting (see below). If no exploitation is allowed, only certain areas on the map will ever be able to produce certain unit types, giving those areas considerably increased strategic importance (and slightly unbalancing the game in the favor of the player(s) who start nearest them). This situation will be exacerbated if the World Type is set for only a few oil and mineral sites on the planet to begin with. The question is, how economically vicious do you want this world to be?

## Effect of Exploiting

Exploiting is a way of improving the economic landscape by sacrificing infantry units. (The details and percentages for exploiting are given in Chapter 11.) Here are the different settings you can choose from:

*None* prohibits any exploiting. The world must be played "as built," with no hope of ever improving any burbs or creating any resources. When the Burb Level is set to mostly villages, this will present a very tough economic situation. Combine this with the most restrictive Effect of Resources and the high unit Support Cost, and you're looking at a very cruel world indeed.

*Improving Burbs* is a particularly useful setting on poor worlds. Each exploiting infantry unit has a 30 percent chance of raising a village

up to a town and a 15 percent chance of raising a town up to a city. This option is not very useful, however, in scenarios where the Burb Level is mostly cities because cities cannot be exploited up to metroplexes.

*Improving Burbs Plus Create Resources* gives players the most economic flexibility. The restrictions caused by some of the Effects of Resources can become quite a problem; selecting this option allows players to create their own solutions to it. While creating resources is explained in great detail in Chapter 11, be aware that oil is produced in swamps, minerals in mountains, and in plain and forest squares, one or the other will be produced at random. These resources are subject to depletion, which occurs almost twice as fast, on average, in plain and forest terrain.

## Scoring

This is perhaps the most important selection you will make. The details of each of your three choices are examined in depth in Chapter 8. Much of the game's focus during play will be determined by your selection here, except for scenarios with an unlimited Game Length. In those scenarios, scoring will matter only for the purposes of random events (see Chapter 14) and the winner will be the last player standing after the others have all been defeated.

*Economic Scoring* games, such as the "Guns or Butter" scenario, reward the players who manage to save their money. Having units and controlling a vast economic empire become little more than the means to the desired miserly end of hoarding the most bucks.

The *Capture the Capital* scoring system, as featured in the standard "King of the Hill" scenario, awards between 20 and 50 points for every burb you own, depending on its size. The native capital, however, will net its owner a cool 2,500 points, which invariably creates such a huge lead as to assure victory for its owner. Consequently, the native capital draws players to it like a magnet and thus creates an intense focal point for the game.

The final method for keeping score is to try to *Inflict Damage* upon enemy units. Basically, a player will score points when his units damage *another player's* units (not native units) and will *lose* points when the natives inflict damage on his own units. It takes some getting used to, but the player who aggressively mixes it up with other players will earn the highest score. Unfortunately, higher losses in battle often accompany the highest score. Still, players can't sit back and wait for others to do their fighting under this scoring system.

# PLAY OPTIONS

The speed, duration, and type of each game are determined by the Play Options selected. The moment has come to consider all that was said in Chapter 13 about time. Random events, too, from Chapter 14, are yours for the shuffling as you deal with these choices. The heart (and "eyes") of every custom-built *Global Conquest* scenario will be decided by the four mouse clicks made while viewing this screen.

## How to End Turns

There are two basic ways in which each Planning Phase can end. Cutthroat endings, symbolized by firecrackers of various fuse lengths, stress precision, prioritizing, and speed. Fixed time endings, symbolized by stopwatches, slow the pace down and emphasize a studied, more complete, style of play. Ironically, when you're playing solitaire against three computer players, fixed time endings create more time

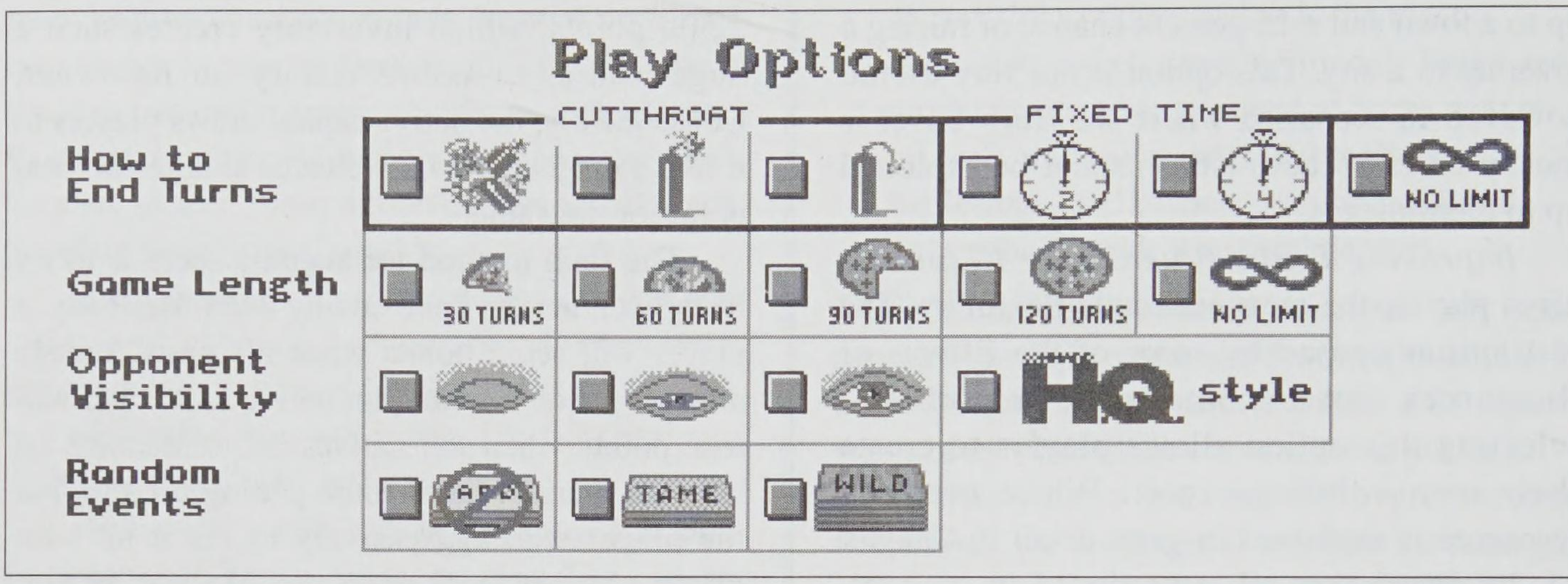



**Figure 15.3** Play Options display

pressure than cutthroat ones (you can set your watches by the information presented in Chapter 13). Here are your choices:

Of the cutthroat endings, the first is symbolized by an *exploding firecracker* and has a vicious, five-second duration once the first player hits the Execute button. Only the best of players will prosper under this withering, pressure-packed, lightning-paced variation. If you are playing with new friends, be courteous to them and select a different ending method. When you're playing against your regular group of congenial competitive killers, this firecracker can be dynamite.

The second cutthroat ending, symbolized by the *medium-fuse firecracker* extends the Planning Phase for a fast 20-second duration once the first player hits the Execute button. This is the same ending type as in the popular "King of the Hill" scenario, and gives players a minimum level of sanity to hold onto during the game. The action will still be very lively, but no matter how quick on the trigger your opponent may be, 20 seconds is at least enough time to get a few important things done during a Planning Phase.

The last cutthroat ending, symbolized by the *long-fuse firecracker*, has a fair 60-second duration from the time the first player hits the Execute button. Of all the cutthroat endings, this one is the most suitable when there are three or four human players in the game. With that many "live ones," it seems that one is always hitting the Execute button the moment the Planning Phase begins. Thus the time pressure is always on, so the need becomes great for a fair-length fuse on the firecracker. The one-minute duration of this fuse is usually just right when planning beyond solitaire and mere head-to-head play.

The first of the fixed time endings is symbolized by the *2-minute stopwatch* and is the normal duration for fixed time turn endings. Two minutes may cause very few actual turns of real pressure to finish everything, but this limit will force players to stay sharp and think quickly.

The final fixed time ending is symbolized by the *4-minute stopwatch*, and is a nice, long duration for Planning Phases. This one gives players some time to ponder as well as plan, and removes all the vestiges of fast-paced action from *Global Conquest*.

Finally, there is the infinite-length *no-limit* turn ending, symbolized by the infinity symbol. These Planning Phases end only when the last player hits the Execute button. They can be very

slow, depending on the slowest player in the game. (Slow also means expensive when playing by modem on a toll call, so if your opponent insists on long or no-limit turn endings, insist that he also call you to pay for it!)

## Game Length

Game Length is the number of turns that will be played before the game is automatically ended and the score decided by using the scoring method selected. There is a "space-time" relationship between Game Length and Turn Length because, for example, 30 turns is not enough to really get around on a large-size map. So, though you don't have to be Albert Einstein, keep the space-time continuum in mind when you're designing your custom scenarios.

The real crux of the Game Length, however, is strategic planning. Time is of the essence in subtle maneuvers and empire-building. With little time, plans must, of necessity, be very straightforward. Short-duration games should start players with plenty of burbs, so they'll have enough time to conquer them and also fight each other.

When there are enough turns left to play, wider maneuvers and more opportunity for surprise exist, both from opponents and from random events (because more cards will be revealed over the course of a game). A greater time length allows scenarios to feature the slow, careful building of players' empires, thereby creating an "opening stage" in which the natives are subdued before serious player-bashing begins in earnest. Game Lengths come in multiples of 30 turns, as follows:

A 30-turn game, symbolized by a *quarter pizza*, is not long enough for play on a large map and seldom long enough to enjoy playing on a medium one. Thirty-turn games are more like races than strategic contests, but the winner will still generally be the player who most aggressively pursues the game's scoring goal and has the best mastery of the basics of *Global Conquest* to back that effort up.

A 60-turn game, symbolized by *half a pizza*, is usually not long enough for play on large maps, but should be adequate for straightforward games on medium-size ones. For small-map games, 60 turns generally provides enough turns for players to be fairly devious and diplomatic, thus allowing them to get into all kinds of interesting trouble.

A 90-turn game, symbolized by *three-quarters of a pizza*, is about the right length for a large-map campaign. A 90-turn game also affords plenty of time for maneuver and skullduggery for a medium-map game. It is probably a bit too long for operations on a small map, where games are usually decided within 60 turns.

A 120-turn game, symbolized by a *whole pizza*, is probably too long for small- and medium-map games, because these will have been decided on the fields of battle long before the turn counter ever reaches this lofty number. A 120-turn game length is right, however, for large-map scenarios, in which players want enough turns to explore all their options, yet still have a modicum of time pressure.

Finally, an unlimited-length game, which makes the numbers in the Turn Counter go *up* in *green* is symbolized by the infinity symbol. Great for large-map epics, this scenario parameter is also good on smaller maps because it renders nearly moot the scoring method selected for determining the winner at the end of the game (since it has no ending). Instead, three players must be eliminated and the one still standing, on whatever turn this may occur, is declared the winner by right of sole survivorship. Naturally, this can make for some *very* long games! It is suggested that the capital scoring be used because it provides the most meaningful scores and tells the computer player(s) to go after cities. It should also be

noted that the native capital should not be captured, because its score will handicap you with random events, unless you're trying to win with the five major burbs.

## Opponent Visibility

This choice decides how much of the game will be spent on a "quest for knowledge." Whether it is discovering the map or scanning for enemy units, the degree to which players' information is limited is known as the "fog of war" (the shroud of mystery under which decisions must be made with only partial knowledge of the circumstances). When combined with the scoring method, Opponent Visibility determines the essence of a scenario's "style" as it is played. There are four distinct choices that can be made here:

A "blind" game, symbolized by a *closed eye*, is the ultimate challenge for all players. This visibility setting will test the players' mettle as explorers because they must explore the map, square by square, entirely on their own. Players will also have to cope frequently with the unknown as enemies suddenly appear from uncharted areas. While this is the standard setting, it's also a delightful challenge.

The "show common" setting, symbolized by a *partially open eye* creates an environment in which all players share their map knowledge (except for resources—see Chapter 4). Players also share the location of enemy units (not native units) that they are currently scanning. Thus, if "I see you" (from which the name of the scenario using this option, "Eye Sea Ewe," is derived), *everyone* will see you.

The "board game" option, which is symbolized by an *open eye*, displays the entire map (except for the resources, which must still be discovered), and every piece, as common knowledge at all times. Because there is no need for discovery or scanning, airplanes will be conducting more strike missions (and thus will suffer greater attrition). This Opponent Visibility option, which is just like playing a board game on your computer, severely reduces the value of spies and submarines because they completely lose their stealthiness. Strangely, although spies can be seen with this option, they can't be shot at unless another spy is within scanning range or there is an X-Ray Vision random event card.

The final choice is the "*CHQ*-style" map, symbolized by a *Command HQ logo* (which was a playtester suggestion, by the way, and not merely a shameless plug for another popular Ozark Softscape/MicroPlay product). This visibility level should be thought of as the "show map, not units" option. Players won't have to worry about discovering the terrain (except, of course, for resources), but *will* have to scan for enemy units. Naturally, hitting the Terrain button (or F3) will show where the enemy's cities are, so at least players can always point themselves in the right direction, even if they don't know the exact location or strength of enemy forces.

This visibility option is highly recommended for custom map scenarios, for two very important reasons: First, it is extremely fair (since you already know what the map looks like because you designed it), yet interesting. Second, it shows off your custom map more quickly to the players with whom you plan to share it.

## Random Events

As fully described in Chapter 14, Random Events is an option that must be considered in whole or in part. Random Events will occur on every fifth turn, beginning on turn five (on turn one, a "free" No Event card is automatically shown). You can opt to ignore this feature completely, stick to the tame stuff, or go wild.

Your decision to use Random Events or not

should not be based entirely on their intrusive nature. Consider, also, their balancing effect. Stronger players tend to get hit harder; weaker players tend to reap occasional benefits. Specifically, your Random Events options include:

- *None,* which means that no Random Events will occur during the entire scenario.
- *Tame,* which limits the deck to the 20 tame cards, as described in Chapter 14. These are the events that make some degree of common sense in an actual war situation.
- *Wild,* which shuffles the wild cards in with the tame ones to make a 40-card deck. Though the wild events may not always seem logical to wargamers, they do make for ripping good fun and are highly recommended. At first, even the playtesters didn't want these wild events, but Dan insisted that they try them and, sure enough, they came to love them. Give them a try!

## WORLD TYPE OPTIONS

*Global Conquest* makes random worlds, and lots of them. It makes them pretty fast, too. Besides the different board sizes, there are eight variable ingredients for every world, each of which you can set to "a few," "some," "many," or "random" amounts. By mixing and matching these elements, you can define the nature of your randomly generated world. While it wouldn't hurt to brush up on Chapters 4 and 5 before plunging into this menu, you will want to have a *theme* in mind for your world before proceeding further.

### Board Size

As discussed in Chapter 4, there are three different board sizes and four options for you to choose from. Note that boards are slightly rectangular in shape, despite their squarish appearance. Thus, players across from each

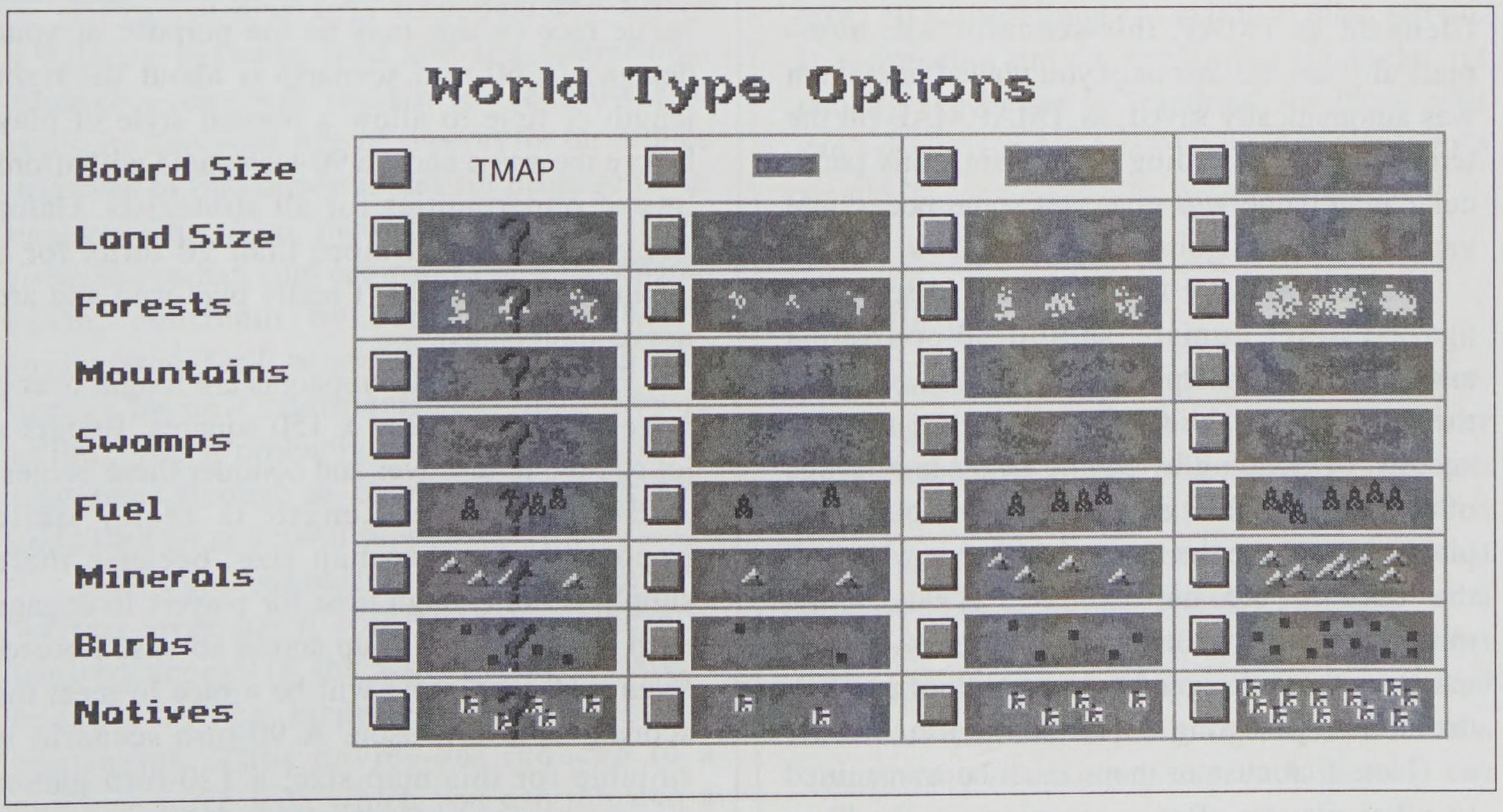



**Figure 15.4** World Type Options display

other horizontally are further apart than those facing each other vertically.

The one ingredient that truly needs to be coordinated with board size is Game Length. To put it simply, 30 turns are not nearly enough to play on a large map, and 120 are far too many to play on a small one. Here are the four selections for board size:

By far the most interesting could be the *TMAP* option. This feature is a "hook" used in conjunction with the Map Editor featured in the next chapter. When this button is selected, a gray box appears, in which you must type the filename of the map that will be *permanently* attached to this scenario (i.e., no random map will ever be generated). Note that the only other button on this World Type Options menu that will have any effect when using a custom map is the Natives selection.

When you type in the name of the map file to use, you need not type in the .MAP extension for the filename. The first one to eight characters of the filename will suffice. If you leave the map filename as TMAP, this scenario will automatically use the *last map* you played on, which was automatically saved, as TMAP.MAP (in the temporary-map holding file). Using this particular map name *will* give you some occasional variation and a ongoing sense of *déjà vu*.

Players who use a custom map in scenarios against other humans should be courteous enough to set the Opponent Visibility to either the open-eye or the CHQ setting, lest they be accused of cheating by having better knowledge of the map then their adversaries. (Of course, the player who chose the map might know where all the resources are, but then, Ned cheats in this manner too). For extremely complex custom maps (or those designed by neutral third parties), the closed-eye setting is quite fair to use.

Note that custom maps must be transmitted to other players after connecting, so the Turn Counter will count down the time until the map file is completely sent. The bigger the map, the longer the transfer will take before the game can begin, regardless of how simple or elaborate the map is. Tell everyone to be patient or, better still, send everyone the map beforehand.

It seems that most games are played on the *small-size map*. This board is 100 x 75 squares and makes for quick contact between the players during intense, short-length scenarios. A 30-turn game is about right for this size map, although 60 turns also work nicely and allow for plenty of additional time to scheme and fight. Game lengths of more than 60 turns can become dull, because the outcome is usually decided before the end. Unfortunately, because of the small map size, wide, sweeping maneuvers are sometimes difficult.

The *medium-size map* is 150 x 112 squares. It makes for fine game play with plenty of possibilities for discovery and maneuver, depending on the time available to play. While a 30-turn game will work, often it will be a rather hectic race (which may be the purpose of your design). A 60-turn scenario is about the right length of time to allow a normal style of play before the game ends; a 90-turn game will afford lots of opportunities for all strategists. Game Length settings of more than 90 turns for a medium-size map don't really play well and are not recommended.

The truly grand campaigns are fought over a *large-size map* of 200 x 150 squares. Budget a lot of time to discover and conquer these babies. A 30-turn Game Length is really quite impossible for this map size, because there simply is not enough time for players to engage each other and mix it up across so vast a board. Even a 60-turn game will be a race to meet the scoring option chosen. A 90-turn scenario is suitable for this map size; a 120-turn games leaves some additional time for strategic

maneuvers and surprises. This board size will make a no-limit Game Length setting really work for an epic "fight to the finish."

## Land Size

This element determines what percentage of the board will be land, as opposed to ocean. Naturally, the more ocean there is, the more emphasis there will be on navies and naval battles. Conversely, large land masses will favor the production of armies and land campaigns. (In either case, air power is always important.) The options are straightforward:

A *small-land-size* game features fewer and smaller continents. Furthermore, it is likely that at least one player's metroplex will not start near *any* land mass, which can be quite unfair. This option creates vast oceans, so surprise fleet engagements will occur. Anti-submarine duty, in particular, becomes important because transports must be moved, sometimes for several turns on end, to get from one land mass to the other.

Using a *medium land mass*, naturally, strikes a balance between land and sea operations. Enough ocean will remain for sea power to retain its important role of support for the armies and even to find opportunities for decisive naval engagements. Also, there will be enough *terra firma* to conduct land campaigns on a reasonable scale, continent by continent. Seaborne invasions will still be necessary to establish your armies on new continents, but once they're ashore, you'll probably need to conquer these continents through an overland campaign with combined air and naval support.

The *large-land-mass* games emphasize land warfare over naval conflict. Often, there is limited access to the world's inland areas because of the larger size of individual continents. Thus navies are reduced to a nuisance force with which you can threaten a few port burbs and enemy metroplexes. For land warfare, though, this option is unsurpassed. Great blitzkrieg campaigns and sweeping hordes of troops will maneuver across the endless countryside, seeking new objectives to conquer. If you want to sharpen up your land combat skills, this is the Land Size option to choose.

Finally, the *random-land-mass* will keep you on your toes. Not knowing how much of the world will be land or sea makes for interesting early production decisions, and creates a great need for rapid, early discovery of the board. These scenarios will, through repeated play, offer the best overall challenge both to generals and to admirals as they vie for supremacy over a truly unknown world.

## Forests

Forest terrain has the least impact of any selection on this screen, but it is not insignificant. Causing a one-strength-point loss to tank units per square exited, forest terrain also takes 50 percent longer to exit than plain terrain. It represents only a negligible obstacle; its density can be set to "random" for those who can't decide (or don't care) how large the forests should be.

## Mountains

Mountains are a significant terrain feature. Although armies will still want to maneuver through them, tank units will suffer two strength points lost per square exited. Compound this with the fact that it costs twice as much to exit mountains as to exit plain terrain, plus the usual need to search methodically through them for minerals, and mountains become a potential obstacle when they occur in significant numbers. The density of mountains (or lack thereof) can

speed or hinder land operations noticeably, and many will be needed to hide resources effectively. Of course, finding mineral resources is guaranteed by exploiting a mountain square (see Chapter 11), if you can find one.

## Swamps

Swamps are the "killer" terrain of *Global Conquest*. They often serve as major obstacles for troop movements on land. With a cost to exit per square that is three times that of exiting plain terrain and a deadly three-strength-point loss PER PULSE to all units, swamps are simply not very nice. Troops will generally avoid them unless prospecting for the oil resources that might be found in them (and exploitation guarantees an oil site—see Chapter 11). As with mountains hiding resources, you may want more swamps than you think if you wish to hide the natural oil sites on the map effectively.

## Fuel

Fuel takes on significance when the Effect of Resources restricts the production of tanks and airplanes only to those towns and cities within a 25-square radius of a fuel site. Though it's always nice to receive the two extra bucks per turn that oil sites produce, the ability to build tanks and airplanes makes braving units on exploration duty in the swamps a mandatory exercise. Remember, fuel sites are also like little oases in the swamps, costing the same as plain terrain to exit and repairing units at the rate of two strength points every other pulse. If you decide to be generous with the amount of fuel in the game, you can increase the corresponding amount of swamps to adjust the difficulty of finding them.

## Minerals

Minerals become crucial when the Effect of Resources restricts the production of submarines, battleships, and carriers only to those towns and cities that have docks within a 25-square radius of a minerals site. Like oil, the money is nice, but being able to build a fleet is worth sending a few land units on exploration duty in the mountains. Mineral sites are also like patches of nice terrain among the peaks, costing the same as plain terrain to exit and repairing units at the rate of two strength points every other pulse. If you want a lot of minerals in the game, you can adjust the corresponding amount of mountains to determine how difficult they will be to find.

## Burbs

The density of burbs is the most important economic decision you'll make when designing a scenario. More than anything else, this single element will determine the intensity of play (particularly when considered in combination with the starting Burb Level and unit Support Cost). In particular, fewer burbs make for an interesting scenario. There will be more open battles (between burbs) and they'll be farther apart (the larger the map size, the wider their spacing). This increased space between burbs will reduce the effectiveness of land-based airplanes by putting enemy burbs at medium range, or eliminate it entirely when enemy burbs are beyond medium range. Thus there will be a corresponding increase in the importance of the "mobile air bases" on carriers and Comcens during an attack.

**TABLE 15.2:** TUTORIAL SCENARIOS COMPARISON CHART

| | SCENARIO | | |
|---|---|---|---|
| FEATURE | FIRST TRY | NEXT GAME | MONEY MATTERS |
| Units Allowed | WWI | WWII | WWII |
| Starting Burb Number | 3 | 3 | 3 |
| Starting Money | $20 | $10 | $10 |
| Support Cost per Unit | $2 | $2 | $3 |
| Burb Level (Overall) | Cities | Towns | Villages |
| Effect of Resources | $ Only | $ Only | Restrict All |
| Effect of Exploiting | None | None | Both |
| Scoring | Capital | Capital | Capital* |
| How to End Turns | 4 Minutes | 2 Minutes | 2 Minutes |
| Game Length | 30 Turns | 60 Turns | 60 Turns |
| Opponent Visibility | Open-Eye | *CHQ*-Style | Partial |
| Random Events | None | None** | None |
| Board Size | Small | Medium | Medium |
| Land Mass | Medium | Medium | Medium |
| Forests | Few | Some | Some |
| Mountains | Few | Some | Some |
| Swamps | Few | Some | Some |
| Fuel | Some | Some | Some |
| Minerals | Some | Some | Some |
| Burbs | Some | Some | Some |
| Natives | Few | Few | Few |

* In the "Money Really Matters" variation of this scenario, scoring will be based on income (see Chapter 5).

** In the "Next Game -T" variant of this scenario, tame random event cards are introduced into the game (see Chapter 14).

**Table 15.3:** SCENARIO COMPARISON CHART

| | SCENARIO | | |
|---|---|---|---|
| FEATURE | ALAN'S GAME* | BLOOD BOWL I | VICIOUS CAMPAIGN |
| Units Allowed | All | WWII** | WWII |
| Starting Burb Number | 1 | 5 | 1 |
| Starting Money | $20 | $40 | $0 |
| Support Cost per Unit | $1 | $1 | $3 |
| Burb Level (Overall) | Villages | Cities | Villages |
| Effect of Resources | Restrict All | $ Only | Restrict All |
| Effect of Exploiting | Both | None | Burbs Only |
| Scoring | Capital | Capital** | Casualties |
| How to End Turns | 20 Seconds | 60 Seconds | 2 Minutes |
| Game Length | 60 Turns | 60 Turns** | No Limit |
| Opponent Visibility | Closed-Eye | *CHQ*-Style | Closed-Eye |
| Random Events | Wild | None | Wild |
| Board Size | Medium | Small | Large |
| Land Mass | Medium | Large | Medium |
| Forests | Random | Few | Random |
| Mountains | Random | Few | Many |
| Swamps | Random | Few | Many |
| Fuel | Random | Few | Few |
| Minerals | Random | Few | Few |
| Burbs | Some | Many | Some |
| Natives | Some | Few | Many |

* This is the author's personal favorite.

** In "Blood Bowl II," the scenario has been slightly altered to include Comcens and is scored by casualties with an additional 30 turns to play. Thus if one player gets too far ahead, the others can eliminate him completely by hunting down and killing his Comcen. Think of this scenario as the 100-yard dash with pistols: If you get too far ahead, you'll be shot in the back [evil grin].

**Table 15.4:** CUSTOM MAP GAME BONUS SCENARIO COMPARISON CHART

| | SCENARIO | | | |
|---|---|---|---|---|
| FEATURE | EVEN-UP FIGHT | HELL WORLD | BOAT WORLD | ISLES CAMPAIGN |
| Units Allowed | WWII | All | WWII | WWII |
| Starting Burb Number | 3 | 3 | 4 | 2 |
| Starting Money | $40 | $20 | $30 | $40 |
| Support Costs per Unit | $2 | $2 | $1 | $1 |
| Burb Level (Overall) | Cities | Towns | Towns | Towns |
| Effect of Resources | $ Only | Restrict All | Tanks/Planes | $ Only |
| Effect of Exploiting | None | Both | Burbs Only | Burbs Only |
| Scoring | Capital | Capital | Capital | Capital |
| How to End Turns | 5 Seconds | 60 Seconds | 60 Seconds | 20 Seconds |
| Game Length | 60 Turns | 90 Turns | 90 Turns | 30 Turns |
| Opponent Visibility | *CHQ*-Style | *CHQ*-Style | Closed-Eye | *CHQ*-Style |
| Random Events | Wild | Wild | Wild | Wild |
| | EVEN-UP.MAP | HELLWRLD.MAP | BOATWRLD.MAP | ISLES.MAP |
| Board Size | Small | Medium | Large | Small |
| Land Mass | (Large) | (Large) | (Small) | (Small) |
| Forests | (Some) | (Many) | (Some) | (Few) |
| Mountains | (Few) | (Many) | (Many) | (Some) |
| Swamps | (Few) | (Many) | (Some) | (Some) |
| Fuel | (Few) | (Some) | (Many) | (Few) |
| Minerals | (Few) | (Many) | (Many) | (Few) |
| Burbs | (Some) | (Many) | (Many) | (Some) |
| Natives | Random | Some | Random | Many |

Information in parentheses is estimated. After all, these are *custom* maps!

**TABLE 15.5:** STANDARD SCENARIO COMPARISON CHART

| | SCENARIO | | |
|---|---|---|---|
| FEATURE | KING OF THE HILL | EYE SEE EWE | LIVE AND LET DIE |
| Units Allowed | All | All | All |
| Starting Burb Number | 4 | 5 | 3 |
| Starting Money | $40 | $40 | $30 |
| Support Cost per Unit | $1 | $1 | $2 |
| Burb Level (Overall) | Cities | Cities | Towns |
| Effect of Resources | $ Only | $ Only | $ Only |
| Effect of Exploiting | None | None | Burbs Only |
| Scoring | Capital | Capital | Casualties |
| How to End Turns | 20 Seconds | 20 Seconds | 20 Seconds |
| Game Length | 30 Turns | 30 Turns | 30 Turns |
| Opponent Visibility | Closed-Eye | Partial | Closed-Eye |
| Random Events | Wild | Wild | Wild |
| Board Size | Small | Small | Small |
| Land Mass | Large | Large | Medium |
| Forests | Few | Random | Some |
| Mountains | Few | Random | Some |
| Swamps | Few | Random | Some |
| Fuel | Few | Random | Some |
| Minerals | Few | Random | Some |
| Burbs | Many | Many | Some |
| Natives | Few | Many | Some |

**TABLE 15.5:** STANDARD SCENARIO COMPARISON CHART (CONTINUED)

| | SCENARIO | | |
|---|---|---|---|
| FEATURE | GUNS OR BUTTER | HALF POUND OF BUTTER | SCRATCH YOUR HEAD |
| Units Allowed | All | All | All |
| Starting Burb Number | 2 | 3 | 1 |
| Starting Money | $20 | $20 | None |
| | | | |
| Support Cost per Unit | $2 | $2 | $3 |
| Burb Level (Overall) | Villages | Towns | Cities |
| Effect of Resources | Restrict All | Restrict All | $ Only |
| Effect of Exploiting | Both | Both | None |
| Scoring | Economic | Economic | Casualties |
| | | | |
| How to End Turns | 20 Seconds | 20 Seconds | 20 Seconds |
| Game Length | 60 Turns | 30 Turns | Unlimited |
| Opponent Visibility | Closed-Eye | Closed-Eye | Closed-Eye |
| Random Events | Wild | Wild | Wild |
| | | | |
| Board Size | Medium | Small | Medium |
| Land Mass | Random | Large | Large |
| Forests | Random | Some | Few |
| Mountains | Random | Some | Many |
| Swamps | Random | Some | Many |
| Fuel | Random | Many | Many |
| Minerals | Random | Many | Many |
| Burbs | Random | Many | Many |
| Natives | Random | Some | Few |

## Natives

The density of the natives will set the "accelerator speed" for game play. When there are fewer natives, it means that more free (ungarrisoned) burbs will be available to pluck starting at the beginning. A greater number of natives, however, means that burbs will be harder to take (particularly for Ned, who is handicapped by his lack of imaginative tactics in assaulting burbs). Note that the capital will always contain five native infantry units in a plus-shaped pattern when the game begins. Remember, it takes more skill and patience to play with a large number of natives on the board, whereas the pace will be faster in games with fewer natives.

# CUSTOM COMBINATION SUGGESTIONS

When creating scenarios, certain elements can be mixed and matched to create interesting themes and effects. A few are presented here to spark some ideas for your next scenario design.

## Boat World

To emphasize navies and fleet maneuvers, select a medium- or large-size map with a small or medium land mass. Choose at least a medium density of burbs to set up enough dock spaces; to make sure they can produce plenty of navies, avoid restricting their production only to burbs near mineral sites. Naturally, the unit mix should include some ships!

## The "Economizer"

You can best make the game a challenge to your economic skills as well as your military prowess by setting the Burb Level to villages, putting in all the restrictions on production from resources, allowing all forms of exploitation (so that players can improve their economies through management), and, to top it off, basing the game's scoring on economics. The amount of military action you get in addition to the economic aspects will depend entirely on how high or low unit Support Cost is set.

## The "Arena"

Small maps make for closely packed, intense play. Thus, by adjusting other factors, they can quickly become arenas with few places to hide. Players will be tripping over each other a great deal, and diplomatic arrangements tend to be shorter-lived in consequence.

# SAVING YOUR CUSTOM SCENARIO

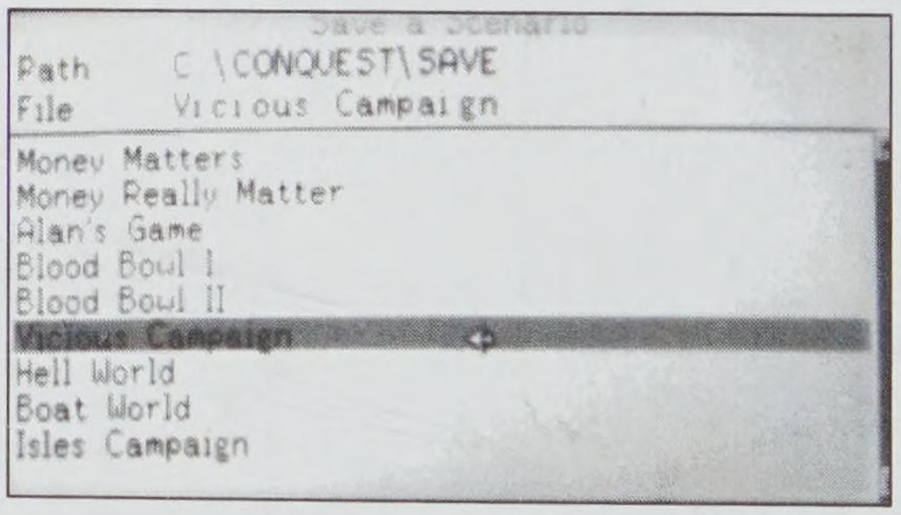



**Figure 15.5** Save a Scenario display

After completing your custom scenario by selecting Done on the World Options menu, you'll be automatically placed in the Save a Scenario display (how convenient!). This display shows you the current (default) DOS directory for saved scenarios, films, and games (although only the saved scenarios will be listed in the box beneath it on this screen).

Note that the names given are the ones

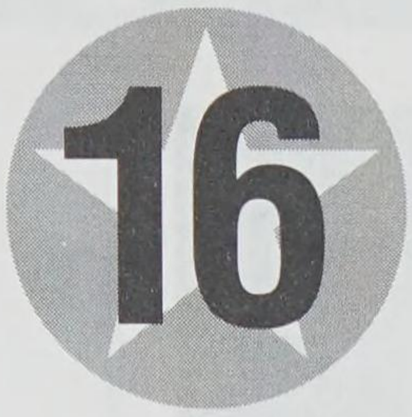
typed in by players. The actual DOS filenames , with their .SCO extensions, can be read by pressing Spacebar. Naturally, .SCO is the abbreviation for "scenario" and the other six to eight characters to the left of the .SCO extension are an abbreviation of the longer, descriptive name entered prior to pressing Spacebar (which may be pressed again to toggle back and forth between the scenarios' descriptive names and their DOS filenames). These DOS filenames are handy for sharing scenarios (films and saved games, too, which are all accessed similarly on their respective menus) or for finding out the filenames of files you wish to delete through a DOS command later on.

For right now, scroll down to the first empty line at the bottom of the list and press Enter. A cursor will appear on the second ("File") line of the display. Type in a short, clear description or name for your scenario, and then press Enter again to save it. Note that you can save over old scenario names by typing in new ones. This will erase the old scenarios and the titles you gave them, but they will keep the *same* DOS filenames (the same is also true for films and saved games). Once a file has been saved, it is a simple matter to select Play Game from the Main menu, followed by Pick Custom Game on the Play Game menu. This will take you to the Load a Scenario Display (which is remarkably similar to the Save a Scenario Display), from which you can choose a predesigned scenario to suit your mood.

## SHAKEDOWN

The custom scenario design feature is a true kitchen—or, if you wish, a true laboratory. Whatever you mix and match, the only way to truly know whether it will work is to try it out. The only way to tell if you've achieved your scenario design goals is through experimentation in game play. Of course, the real test for a custom scenario is to play it with another human player (see Chapter 17). From another player, you'll get (with any luck) some constructive criticism, and you can also get a "second opinion" as to how enjoyable your creation is for someone other than yourself.

When the TMAP section of the Board Size choice in the World Options menu was discussed, the next chapter was mentioned. In this next chapter, you'll learn how to make custom maps to plug into your custom scenarios, just as you learned how to make custom icons in Chapter 3. The processes are fairly similar, although a little more patience is required to create a world than to design a flag.



# Cartography 101: Making Custom Maps

*A tomb now suffices him for whom the whole world was not enough.*

*—Epitaph of Alexander the Great*

If the 4 billion worlds that can be randomly generated for play are not enough to slake your thirst for *Global Conquest* map variety (say, for instance, that you're playing your 4,000,000,001st game this week), or if you have that creative, artistic (and sadistic) streak within you that makes your aesthetic aspirations to amateur cartography bubble to the surface—then the creation of custom maps, using the Map Maker program included with this book, is for you. (Either that or some serious counseling is in order.) Now, thanks to Scott Osborn of Ozware (who brought you the Icon Editor discussed in Chapter 3 and the *improved* Icon Editor you'll get when you register your copy of the Map Maker), the shareware *Global Conquest* Map Maker, on the disk provided with this book, will give you the tools to tweak a map that you've saved or to create whole new worlds from scratch. This chapter will give you all the instructions and tips you need to create your own new worlds to conquer.

## GETTING STARTED

Using the Map Maker is very similar to using the Icon Editor. The practical "how-tos" of using its simple paint-program engine will be quite easy for those who have braved the challenge of making their own custom icons. First, get to your DOS drive prompt such as C:\ and from there go to your *Global Conquest* directory (presumably C:\CONQUEST). Instead of typing in *conquest* or *gc* to execute the main game program, type in

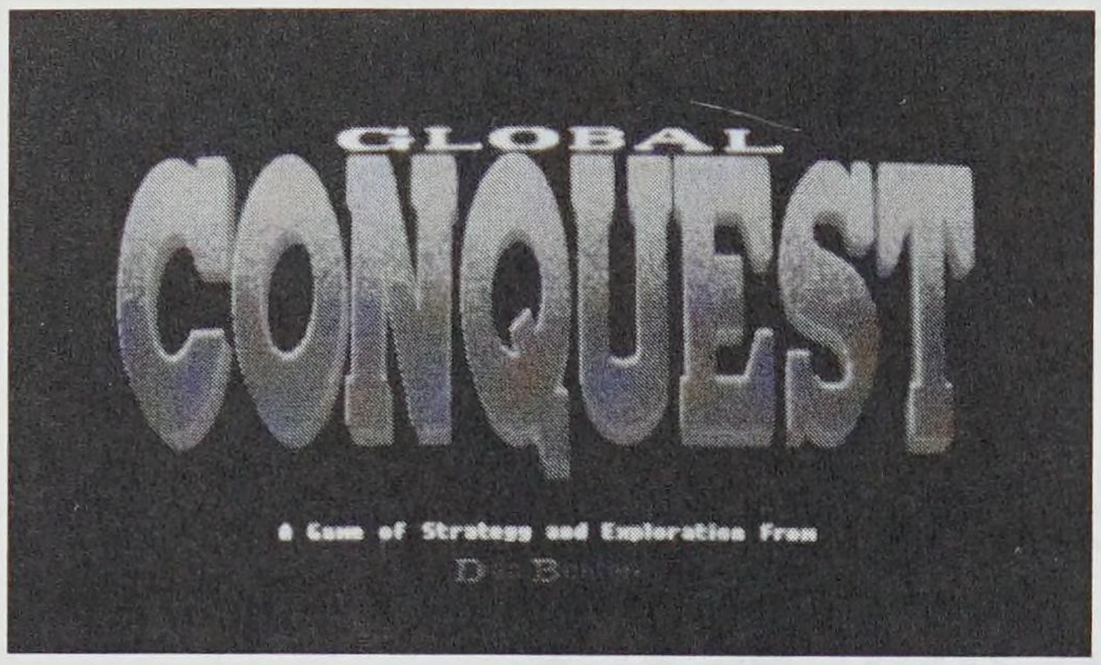



**Figure 16.1** Conquest Map Maker splash screen

*makeamap* to bring up the Map Maker program. This will take you to a familiar-looking main title screen, this time including the line Map Maker, (C) 1982 Ozware, which leads to all the new worlds you can imagine.

To begin, you can either select a current map from the list on the next screen, which is the Map Selection menu (maps that have already been created and saved, but that you can now load and examine or even alter, if you want—including the four new maps provided with this book), or choose Start From Scratch to do exactly that. If you are just experimenting around with this for the first time, choose the TMAP.MAP file. This is the temporary map file, made to hold the last game map that was played on. Unless you save TMAP.MAP with a different name, it will be lost forever when it's replaced by the map of the next game you play.

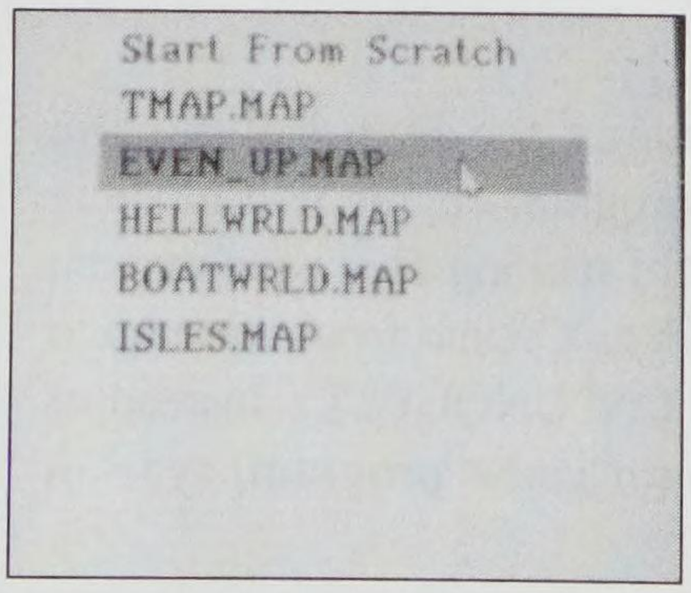



**Figure 16.2** Map Selection menu

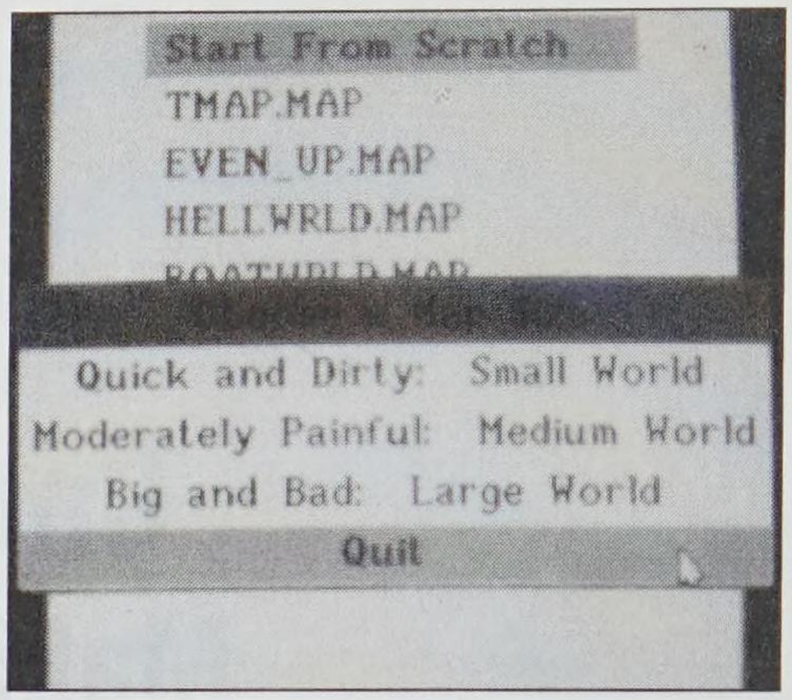



**Figure 16.3** The map size selections available

Thus fooling around with this "junk" map is no big deal.

If you decide to start a new map from scratch, you'll be asked what size you want to make it: either small (quick and dirty), medium (moderately painful), or large (big and bad). Naturally, these correspond to the game's three map sizes and, in reality, have the dimensions shown in Table 16.1.

**TABLE 16.1** MAP SIZE COMPARISON CHART

| SIZE | WIDTH* | HEIGHT* | TOTAL* |
|---|---|---|---|
| Small | 100 | 75 | 7,500 |
| Medium | 150 | 112 | 16,800 |
| Large | 200 | 150 | 30,000 |

* In squares.

Remember, each map-size level almost *doubles* the number of squares of the previous map (and therefore, presumably, doubles the effort it will take to complete one). Whatever size you select, from here you will move into the Map Maker Control Panel with all its fascinating features.

## MAP MAKER, MAP MAKER, MAKE ME A MAP

*Actually, I didn't create the world in six days. I thought about it for five and did the whole job in one. I really work best under pressure.*

—*God* (played by George Burns) in the film Oh, God!

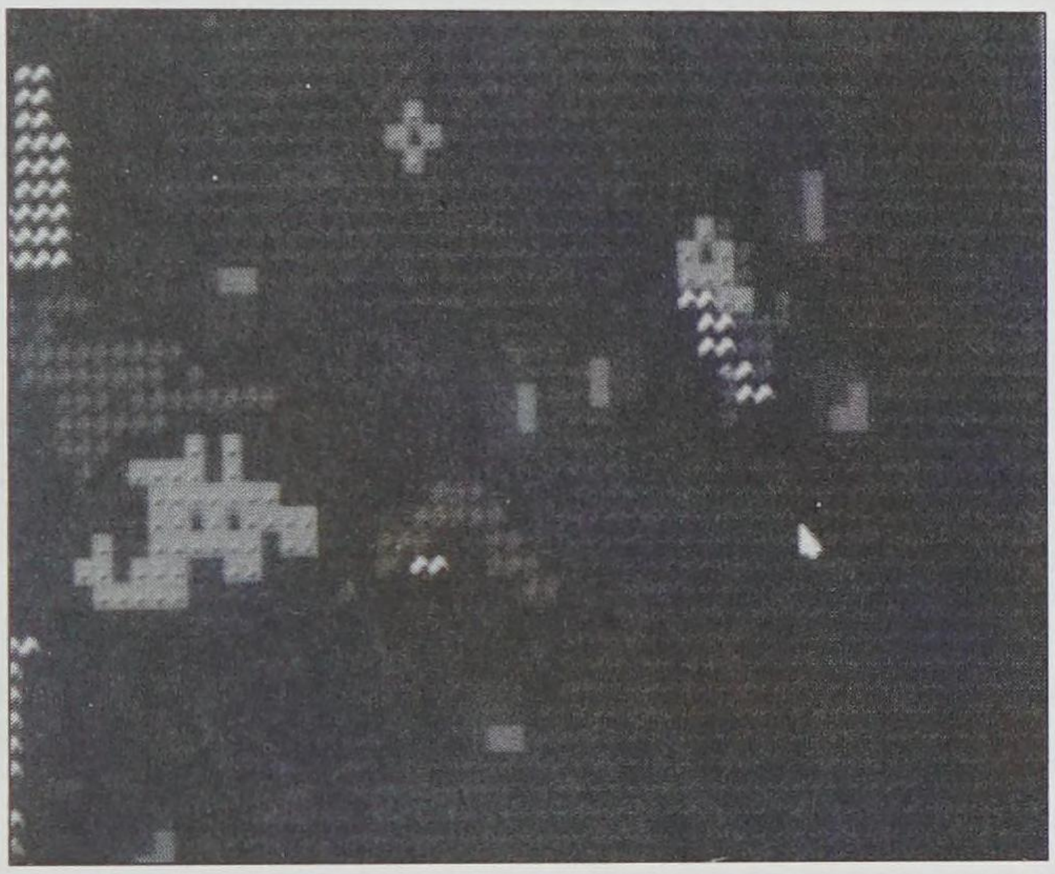


**Figure 16.4** Map Maker Control Panel

The Control Panel is your main switchboard for the creation of new worlds to conquer in *Global Conquest*. On this display, you'll see:

To the left, nine boxes. They are: Save, which allows you to save your work in progress; Restart, which takes you back to the Map Selection menu for a fresh map selection; five boxes with various shapes in them, one of which always will be highlighted (the topmost when this display is first entered)—these are the different "brushes"; a pair of numbers, which indicate the grid coordinates for the cursor's location; and, finally, the Stats button, used to call up the Statistics Display, which shows the world's maximum economic limits and tells you how close you are to reaching them.

In the center, a large screen. This is your "canvas," on which your new worlds will be made and your old worlds altered.

To the right, nine more boxes. They are: Quit, which is used for exiting the Map Maker program entirely; and eight boxes, each labeled with a terrain type, one of which always will be highlighted (the Land box when this display is first entered). These are the world's features, which you will "paint on" with the aforementioned brushes.

To select any of the boxes on either side of the screen, simply click on it. The Coordinates box won't do anything, and exiting the Statistics Display is simply done with another click. Painting on the canvas, however, is slightly more involved.

### The Aesthetics

Each *Global Conquest* map is divided into several 8-pixel x 8-pixel squares (thus the "boxy" appearance of the brushes—so that they conform exactly to the square size). While creating a world, the details of your map will appear very "squarish." Don't worry. When your map is saved it is automatically "finalized" by the program into a format that will be as aesthetically pleasing as all the other *Global Conquest* maps you've played on. The areas that border on oceans are converted into jagged coastlines, mountain squares will take on a range-like appearance, swamps will become rounded, and so on. (Note that all fuel areas, if not previously "swamped," are also automatically surrounded by swamp terrain in that familiar plus-shaped pattern, just as minerals will also be "ranged" together with a mountain square during the finalizing process.)

### Armed, Once Again, with a Brush

The five brushes are the large boxes to the left of the map canvas, each containing a distinctive shape. They include the single-terrain-square-

size brush for fine detail work, a vertical six-square rectangular brush, a horizontal six-square brush, a square nine-square brush (for painting wide splotches of terrain at a time), and the "draw lines" brush.

This latter brush will connect any two points you select with a straight line. (*Straight* is relative because, when drawn, things will seldom look smooth or curved at the individual-pixel scale that you're working in—have patience!). To lay a line down permanently, you must click on both ends of it. Keep a careful eye out when drawing lines. Going off the canvas means starting all over, because it erases your line, including the starting point you clicked on. Unfortunately, you can't stretch lines all the way across the map with this line-drawing tool; it's "stretch distance" is limited by computer memory.

You'll notice that these brushes are relatively small in comparison to the continents you'll want to create. Fortunately, these are *true* brushes. What is a true brush?

Consider your mouse to be the brush, and a click with the left mouse button to be touching the brush to the canvas. This applies a simple dab, or brush-size spot, to the canvas. To "stroke" the brush and "smear" the paint on the canvas, keep the left mouse button held down while the brush is making contact with the canvas and move the mouse about. Wherever the mouse goes, the current terrain you're painting goes (unless you're painting burbs, in which case you're smearing plain terrain around and putting a burb where you finally release the mouse button).

Go ahead, get a little crazy and try it out. Click on a spot of ocean somewhere on the canvas and try a few dabs and strokes of land by clicking or holding down the left mouse button. Sort of a power rush, isn't it? Note, however, that you won't be allowed to place any type of terrain within three squares of the map's edge. This is a limitation for all maps used in *Global Conquest*.

Throw a few oceans down, too. Make some lakes and rivers—live a little!

## The Numeric Keypad Brush

Fortunately, for those of us who are less coordinated with their mice, those who would prefer more exacting control over the location of their brushes, the numeric keypad can also be used to move the cursor about the canvas, giving exact, square-by-square cursor control. Pressing Enter acts like clicking the left mouse button and can be used to dab the terrain onto the chosen spot.

However, two restrictions apply to numeric keypad use. First, you have to toggle Num Lock off. Second, the cursor must be over the canvas for you to use the numeric keypad. Note also that paint cannot be smeared by using the numeric keypad. It can only be dabbed.

## So Much Terrain . . .

The various brushes can paint any one of the top five (or basic) terrain types listed to the right of the canvas: land (or plain) terrain, forest, mountain, swamp, or ocean. The remaining three types, which are slightly separated from the others, are special world features that will be discussed separately.

The basic terrain types can be placed anywhere on the world canvas (except within three squares of the map edges). Remember, using the ocean terrain type can serve as a sort of eraser for when you make a mistake. These terrain types can be painted over each other freely.

The bottom three boxes contain the economic terrain types. Each creates a special

brush size to the left of the canvas when selected (minerals and fuel are both one-square-size brushes; burbs are always nine-square-size). Minerals and fuel can be dabbed and smeared about the map freely like the other terrain types. (They should, however, only be placed at carefully chosen, important strategic spots—avoid lavish "smearing around" of vital economic objectives.) During the program's finalizing process, all fuel areas, if not previously surrounded by swamp terrain, will be "swamped" automatically—into that familiar plus-shaped pattern. In the same way, minerals will also be "ranged" together with another mountain square to their right during the finalizing process. You may want to save the computer some bother and hide these resources yourself, since you'll probably do a far better job.

## The Burb and I

Burbs are handled very differently from the other terrain types. Notice that there's only one type of "generic" burb you can place when creating a custom map for *Global Conquest*, even though different types exist in the game. Don't feel cheated. The game determines whether they'll be villages, towns, or cities during setup, based on your Burb Level setting from the Economic Options menu when you create a custom game (see Chapter 15) using this map. The game will also determine which burb will be the native capital.

Actually, you *can* control the placement of the native capital—if you know how the computer's placement parameters work. Basically, *Global Conquest* determines the location for Little Rock by taking the average of the positions of all available burbs and then placing the capital in the burb that is located closest to that average. Thus, by eyeballing the map or calculating the grid coordinate numbers for every burb and making a few calculations to get their averages, you can usually determine where the average is and place a burb there. *That* burb should, when the game begins, become Little Rock. In the worst case, you can always fire up a scenario using the map just created and see where the computer actually places Little Rock, then keep adjusting your burb placements by trial and error in order to get the capital exactly where you want it.

Finally, when you start a new map from scratch, the four corner burbs are already set in their positions. These burbs can't be altered in any way. Their locations are crucial to the program.

## Painting Burbs

When painting with a burb as your brush, smearing it will produce plain terrain, just as a nine-square brush full of land terrain would do. However, when you let go of the left mouse button, a burb will be placed at that point. If you paint over any square of a burb with either land, forest, mountain, or swamp terrain, the burb instantly turns into a nine-square block of that terrain type.

This also applies to ocean terrain, unless you touch the burb using the one-square-size brush. If you apply the one-square-size brush with ocean terrain to any of the eight outer squares of a burb, that square will be transformed from a burb square into a dock square on your map. This is symbolized by bright blue coloring. If you touch the middle square of the burb, it will turn into a nine-square block of ocean. Be sure to create docks only on squares that are either horizontally or vertically connected to an ocean or to another dock square. Docks that are only diagonally adjacent to an ocean square, or are placed on burbs that are

entirely landlocked, will revert back to regular burb squares during actual game play.

If you paint over a burb with a resource (fuel or minerals), the square selected will become the desired resource and the remaining eight squares of the burb will become plain terrain.

## The Root of Canals

Two types of special "canals" can be created to join or cut through land masses. Where land and ocean spaces touch diagonally, both land and naval units can cross freely. The same is true for burbs and docks, but there are a few more restrictions when placing dock squares on the map (as described above).

Diagonally connected ocean squares, which you can place in the middle of land areas, will not be smoothed out and "rounded" automatically. Instead, they will look like ugly, solid squares of water. Just think of these as "man-made canals," and they won't have to look natural any more!

A good example of canals can be seen in the northeast section of the HELLWRLD.MAP file. The two lakes in that area are both connected to the oceans by these diagonal canals. Go ahead, play a few turns as Ochre in the "Hell World" scenario and move your ships and land units across the canal at the same time. It makes for an interesting effect and is a handy custom design feature!

Another canal-building trick is to have a burb "straddle" two land masses and run some dock squares through it. An example of this can be seen on the BOATWRLD.MAP file in the burb at 128,92. (Remember the placement restrictions given above for dock squares!) Alternately, a burb's docks can be used to connect two land masses and serve as a canal between them in the process. Note that units on either side of this "dock canal" can utilize the dock squares, not just units approaching it from the burb side. Experiment with canals. You'll find that they make for interesting land/sea interaction by creating a nexus for travel.

## Getting Around the World

Moving around the Map Maker's canvas is the same as moving around the map during a game of *Global Conquest*. Click on the right mouse button or press Spacebar to call up the Zoom Map Display, place the cursor over the spot on the Zoom Map Display to which you wish to zoom, and click the right mouse button or press Spacebar again. Be careful not to hit the left mouse button, or you'll inadvertently place terrain there.

## Coordinates

To the left of the canvas, the two bottom boxes will provide important information while you create your world. The next-to-the-bottom box contains a pair of numbers, which are the map coordinates for the cursor's location when it's on the canvas. Although during a game of *Global Conquest* you must press Ctrl-Alt-C for these grid coordinates to appear to the left of the Turn Counter, their presence in the Map Maker is automatic. The first coordinate number is the horizontal axis, or "east-west coordinate," where zero is the furthest row west in which the cursor can be placed. The second coordinate number is the vertical axis, or "north-south coordinate," where zero is the furthest row north that the cursor can be placed. Thus the northwest corner of the map, where Amber's metroplex is always located, will have coordinates of 0,0. (When counting rows and columns, don't forget that zero is the first number.)

The map coordinates are used for placing terrain squares (and, particularly, the economic objectives of resources and burbs) at specific distances apart. For example, burbs can be placed by carefully checking their coordinates to ensure that they'll be within (or beyond) certain air or naval bombardment ranges of other burbs.

## Statistics

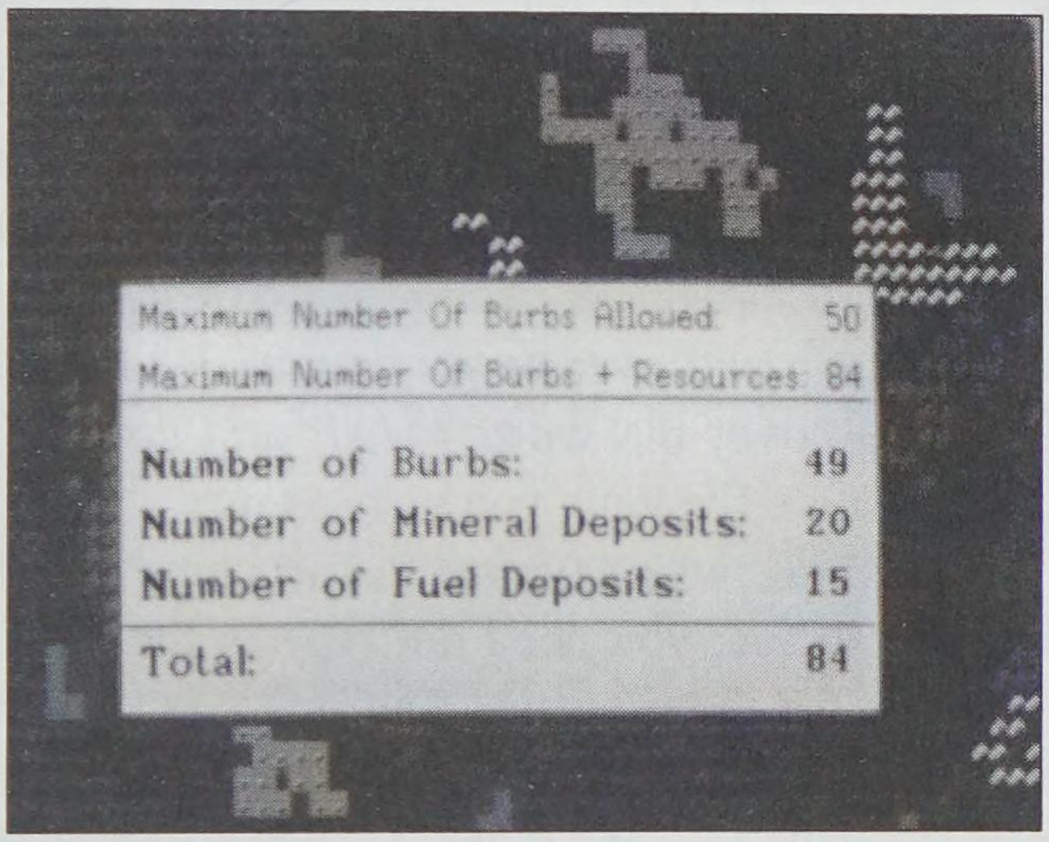



**Figure 16.5** The Stats box

The Stats box is the bottommost box to the left of the canvas and, when selected, opens up to a display with the map's current economic development and a reminder of the world's maximum economic potential. The economic limits of a world in *Global Conquest* are such that no world can have more than 50 burbs in it or a total of 85 burbs and resources. However, there must be space to create at least one resource; hence the limit of 84 in Map Maker. The Stats box allows you to see how many burbs and resources you have on the world that you're editing and, after you reach either the 50 or the 84 limit, those items can no longer be added to the map. If the limit is reached, but you want to change the placement of economic objectives, removing one from the world (by placing another terrain type over it) will give you access to that terrain type once again.

## How Wealthy a World?

How many burbs and resources to place on your map can be a tricky question. It is a question best answered by a few other questions:

*Is this going to be a multi-purpose map or one made for very specific scenario options?* If it's going to be a multi-purpose map, you've got to prepare for the worst when answering the next two questions. If the map you're making was designed for use with only a very specifically defined set of scenario parameters, the answers to the next two questions will be much less important.

*What will be the minimum for the Burb Number I pick?* In the case of the high extreme, your burb number can be set to five, which means that four burbs besides each player's starting metroplex will be required somewhere on the map. Of course, if every player is a general, they'll need two more burbs each, and there will have to be one more burb in addition, to serve as the native capital. Thus you'll need at least 25 burbs placed for a worst-case setup: (4 * 4 for the players' starting burbs) + (4 * 2 for additional starting burbs for four generals) + 1 for the native capitol = 25.

If you try to start a game in which there are not enough burbs to get through the setup, the game will distribute them so that everyone will be shortchanged equally. If your scenario is specifically set to a certain starting Burb Number, you can do the math to figure out the minimum number of burbs required (but assume that every player will be a general and get two additional starting burbs, and don't forget to add an extra one for the capital!).

*What if I allow the terrain to be exploited?* If one of the Effects of Exploitation will be that

infantry units can create resources, there had better be a few slots left open for them to do so. In other words, don't "max out" the placement of starting economic objectives at 84. Instead, leave some room for new ones to be created. Remember that Ned will never exploit terrain to create resources. If you're going to use this map in a scenario that restricts production by resource availability, Ned will be building a *lot* of infantry units unless you sprinkle some resources around the board at the start.

## THE SEVENTH-DAY REST

The Save button (which is located to the left of the canvas at the top) gives you (naturally) the opportunity to save your creation. Clicking this button will open up a window that allows you to select a name up to eight characters long, or to just press Return to save it under the old name. Note that by doing the latter, you lose the old version of the map forever, whereas changing the name will leave both versions available for your future use.

Saving will also time-stamp and date-stamp your map. When this map is used in a multi-computer game, each computer must have a copy of the same map with *exact* same time and date stamp. If this is not the case, the computer will slowly transfer copies of the map over to the players who don't have an exact copy. Thus if you tinker with a map and then save it under the old filename, you'll have to make copies of the newly saved version for your friends if you want to play with them using the updated map.

When your map is saved, the .MAP extension is automatically added to its filename. After saving, you're brought back to the Map Selection menu, either to continue terraforming or to quit the Map Maker program entirely. The Quit selection will end your adventures in map making and free you to seek further victories in *Global Conquest*.

## PLUGGING YOUR MAP INTO A CUSTOM SCENARIO

As described in the previous chapter, a "hook" has been provided in the scenario creation routines for including your own custom maps. The first box of the Board Size options in the World Type menu is labeled TMAP. If you select this button, a gray box appears in which you can type in the filename of a map, which is then *permanently* attached to this scenario (i.e., no random map will ever be generated). Be sure to Backspace over the word *TMAP* and correctly enter the map filename you want to use.

As usual, when typing in the name of the map file to use, you need not type in the .MAP extension for the filename. The first one to eight characters will suffice. If you actually set the map filename to TMAP, this scenario will automatically be played on the *last map* you played, which is saved automatically as TMAP.MAP.

If a custom map is selected on the World Type Options menu, everything else on that screen, from Land Size to Burbs, becomes moot. After all, you created the map, so all these elements are already built in. Only the Native level can be set when using a custom map scenario. Perhaps light, medium, or heavy native density is part of your custom map scenario design plan. If not, you can always set the native level to "random." When you're saving a scenario that uses a custom map, it's often a good idea to include the name of the map somewhere in the scenario name. This will help you remember that it does *not* use a random map when you're selecting a custom scenario to play later.

Note that when the world is being created (or, in the case of custom maps, transferred to

other players—see below), a display of all the scenario specifications will appear while the burbs are being named. When you're playing with a custom map, in the place where the Board Size icon would appear will be the name of the map file. Every other World Type Option will be displayed as "random" (as indicated by the red question mark in each one) except for Natives. While all of these were actually set by the player creating the map, rather than being random, the number of natives in play will, in fact, be as determined by the player creating the scenario.

## SHARING CUSTOM MAPS

Every player's computer must have a copy of the map being played on with the exact same filename, time stamp, and date stamp on it. If you decide to use a custom map scenario, you'll have to send a copy of it to all the other human players in the game (one way or another). While the fastest way would be to send the file electronically (through one of the networks or by a direct modem connection, which transfers them in a matter of seconds), for players who don't plan ahead, *Global Conquest* provides an alternative method (though a far, far slower one). When a game is setting up between human opponents at different computers and one or more don't have copies of exactly the same map, it will be automatically transferred by the game program to those players. The time for transfer will be counted down on the Turn Counter while players wait. This process will take anywhere from 5 to 15 minutes, depending on the size of the map being transferred.

The map transfer time is, approximately: (number of human players - 1) = number of seconds per tick down of the Turn Counter (at 2400 baud—see the next chapter). Each map takes a specific number of ticks based on its size (it doesn't matter how much or how little might be on the map—the transfer time is based solely on its size). You can multiply the number on the Turn Counter by the seconds per tick down, then divide by 60 to estimate how many minutes the transfer will take.

**TABLE 16.2** TIME FOR MAP TRANSFER

| | NUMBER OF HUMAN PLAYERS | | |
|---|---|---|---|
| MAP SIZE | 2 | 3 | 4 |
| Small (233) | 3:45 | 7:30 | 11:15 |
| Medium (524) | 8:45 | 17:30 | 26:15 |
| Large (936) | 15:30 | 31:00 | 46:30 |

Numbers in parentheses are the number of ticks that must count down on the Turn Counter for the map to be transferred.

Time is given in minutes:seconds.

The bottom line is: Send maps to other players through a directly connected telecommunications program or by electronic mail. The game's internal system is just too slow to be practical in most cases.

### Showing Some Consideration

Players who use a custom map in scenarios against other humans should be courteous enough to set the Opponent Visibility to either the open-eye or the *CHQ*-style setting, lest they be accused of cheating by being the only player with knowledge of the map. (Of course, the player who picked the map might know where all the resources are, but then Ned cheats in this manner, too). Intricate maps (such at the

BOATWRLD.MAP file included with this book) can be set to a closed-eye setting, since they're very difficult to memorize.

## Stealing Custom Maps

Players can use the Map Maker to save and rename custom or random maps sent by other players, thus "stealing" them for themselves. Simply enter the Map Maker and call up the TMAP.MAP file after completing a game and save it under another filename. Voilà, the deed is done, the map is safely "in the bank," and now you can build custom scenarios around it.

## DOING "THE SHAREWARE THING"

The Map Maker program is shareware. This means that we can distribute it, but to really *own* a copy you need to register it. Fortunately, there are three things about this Map Maker program that will encourage your honesty: First, it's cheap ($10). Second, it's easy: a registration letter has been included as a file on the book disk (REGISTER.TXT) that you can print out and mail in with your $10. Third, when you register, you get a bonus program—the Deluxe Icon Editor, which is pretty fancy and allows you to edit more than just player icons.

To help you, here is some information from Scott Osborn, the programmer behind the Map Maker program:

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Hey, you've got your hands on *Makeamap*, the *Global Conquest* Map Editor! For any of this to be useful to you, you gotta have two things: (1) *Global Conquest* from Microplay Software, and (2) A mouse or trackball. If you don't have both of these, you oughta run right out and get 'em!

This package was really slammed around on 100 percent IBM PC-compatible computers. I'm pretty sure that it will run on yours, too. But I can't have any way of knowing just how your system is configured, so I can't be responsible for any incompatibilities. Fair enough?

If you do have problems, get in touch with me and I'll do all I can to get you going. You can reach me on CompuServe, Prodigy, or the Ozark Softscape BBS. My addresses:

CompuServe: 71231,1145

Prodigy: CCTW41A

Ozark Softscape BBS: Ozburn

And because this is shareware, I get to tell you my story. I worked long and hard in the Arkansas heat to produce this. Guess how much I got paid? Nothing! Nada. Zip. Goose egg. You get the idea. So if you have fun with *Makeamap*, or if you think it's useful, print out the REGISTER.TXT file, fill it out, stuff it and 10 bucks into an envelope, and send it to:

Ozware

P.O. Box 7695

Little Rock, AR 72217-7695

For your trouble, you'll get: (1) A registered copy of MAKEAMAP, (2) the latest version of the *Global Conquest* Icon Editor (which lets you change the game icons), and (3) my undying gratitude.

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Microplay Software is a registered trademark of Microprose Software, Inc.

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## DOTTING THE LANDSCAPE AND CROSSING THE SEAS

What power, to be able to create a world! Power corrupts, however, so remember that the "nice, balanced, fun, and fair" world you intended to create can easily become a "warped, slanted, biased, and crooked" world with only a few well-chosen mouse clicks. Now, you may have every intention of using this map editor unfairly (like placing all the burbs and resources near one corner—yours—or burying other players under an avalanche of mountains or in a morass of swamps). You may even play against others using a custom map with which they are not familiar and use the closed-eye option to really exploit your advantage of knowing the landscape (it helps when you can remember where the burbs and resources are, doesn't it?). Presumably, if you do these things, you'll *at least* handicap yourself by playing at a lower rank then the other players, won't you? No? Well, then don't call *me* looking for a friendly game!

Still, what good is a custom map (or player icon, for that matter) if you can't show it off? You can only kick Ned around so much before you'll long for some human challenge in your games of *Global Conquest*. The next chapter will help you pick up the phone, reach out and crush someone.

# Connectivity:
## Landing "Live Ones" to Fight Against—or, Reach Out and Crush Someone

By now you've graduated from boot camp and played many games against Ned. It's time for you to leave the safe little nest of solitaire play and take the ultimate challenge—head-to-head *Global Conquest* against real, live human opponents. *Global Conquest* was designed from the ground up for modem play. Now is the time for you to reap the rewards of all of Ozark Softscape's efforts and experience in the field of modem gaming. If you've never experienced live modem-to-modem play, you're in for a real treat and your enjoyment of *Global Conquest* is about to increase severalfold.

### NED'S NICE, BUT . . .

Though *Global Conquest* solitaire play has a lot of value with its four-sided contests of world domination, Ned can become somewhat predictable. For those who read Chapter 19, which outlines all of Ned's quirks and secrets, he'll be even more so. Fortunately, you don't have to kick just Ned around any more. *Global Conquest* was designed to be one of the easiest games to play with multiple human players and, thanks to the distribution network and marketing efforts of MicroProse Software (which published this game under its MicroPlay label), *Global Conquest* is generally available wherever computer games are sold. So, with everything in place, now all you need to do is find another warm body and talk it into a game of *Global Conquest*.

## Multiple Players on One Machine

This multi-human-player option is used when you have one to three other humans playing on the same computer. It is set up by selecting This Machine on the various bars of the Player's Options Display that will be human-controlled. Note that this can be combined with playing against Remote Players.

During play, the human players will take their turns "hot-seating it" in front of the computer. When a player's actions are over, the map area of the display is covered by a gray wash and a red window pops up to cue the next player. Once that player presses any key, his turn will commence.

Basically, the player who goes last on one turn will be moved to the top of the playing order on the next. Consequently, when that player's Planning Phase is over, the Execution Phase will begin immediately—as seen from the last player's perspective—with his next Planning Phase following immediately after that. Not only does this save some jumping up and down in front of the computer, it also gives every player a fair chance to make the first (or last) military and diplomatic moves on each turn and watch the Execution Phases unfold. Of course, if the scenario is set to full visibility, everyone can gather around the monitor and watch all the Execution Phases (if they can agree where to center the map for viewing, that is).

The way time pressure works in cutthroat-timed scenarios when playing with multiple human players on the same computer is based on how long the first player on that turn took to hit the Execute button (or F1). The computer will remember to give all the other players that much time before beginning the countdown to the Execution Phase. Thus if the first player on that turn took 14 seconds before hitting the Execute button, the fuse will be lit 14 seconds into every other player's Planning Phase on that turn (at which time the remaining 5, 20, or 60 seconds will begin to count down). The human player who hits the Execute button in the shortest amount of time during that turn will be rewarded with the quickness bonus.

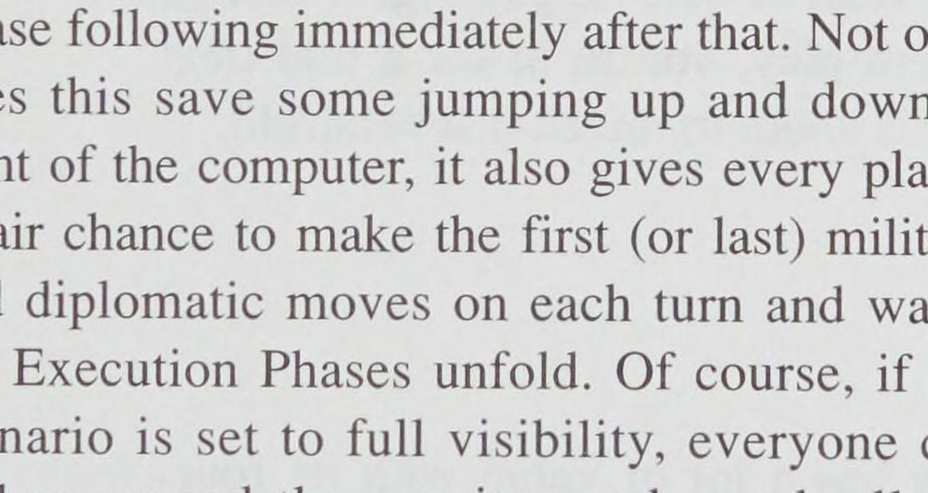



**Figure 17.1** The Player Option display

## MULTIPLE PLAYERS ON SEVERAL MACHINES (AN OVERVIEW OF THE BASICS)

If you go for the gusto and decide to play with multiple human players on multiple machines, the most important thing to make sure of in advance is that everyone has the same version of the game! As we've mentioned, the new Version 2 is incompatible with Version 1 of *Global Conquest*, so you'll want to make sure the other players get the new version from you before you start to play.

When you do select one or more Remote Players to play against, the Player's Options

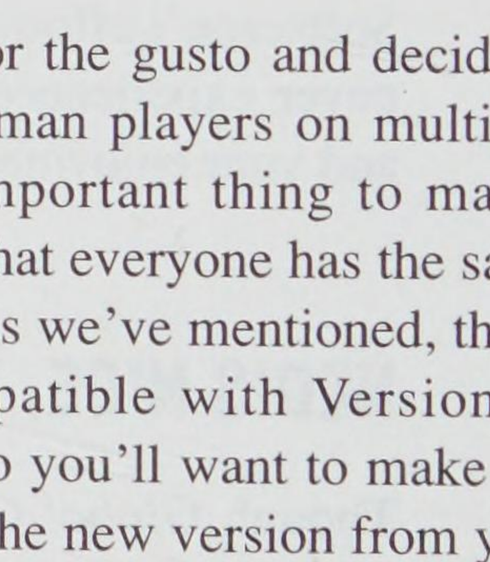



**Figure 17.2** The Connect Options menu

display will take you right to the Connect Options menu. Here, you must decide how you'll be connecting up to the remote machines. Your options are:

- *Modem/Phone:* This is the option to select when you're connecting to only one other computer through your modem.
- *Direct Serial:* This option allows two computers using null modems hooked up by serial cables to play together.
- *Existing Connection:* This allows you and your friend to use a pre-existing connection to start a game of *Global Conquest*, as explained on page 71 of the Instruction Manual. Examples of existing connections include the MTM Lobby on CompuServe and connections made via terminal programs such as ProComm.
- *Special Driver 1:* This option allows for multi-modem/serial port connection play and makes the player choosing this option the host computer. This computer will then be able to call out to, or receive calls from, or make serial connections with, as many other Remote Player computers as are determined on the Player's Options Display.
Connections will be made one at a time, and if all of them are not completed within five minutes after the first one is made, the first connection will be dropped automatically and you'll have to start all over again—so coordinate everyone's timing carefully.
- *Special Driver 2:* This will be a LAN (local area network) driver. It is promised for the future, but no release date has been set. Check with the Ozark Softscape BBS (discussed later) for the latest news.
- (*Exit to Main Menu*): This, of course, means that you goofed and want to start all over again.

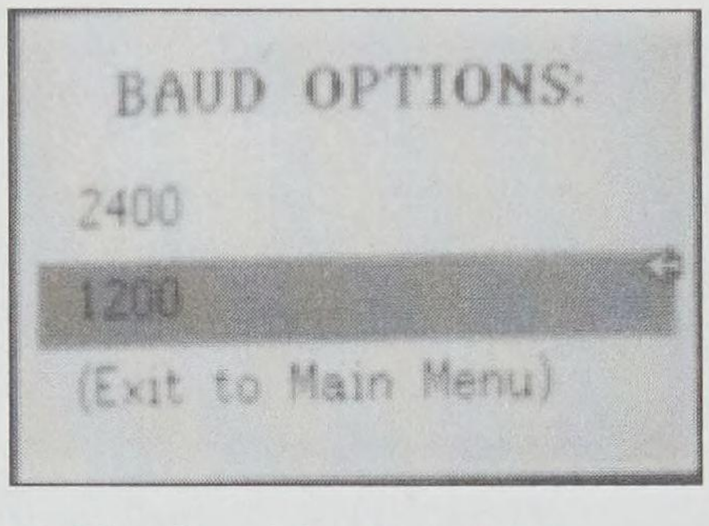



**Figure 17.3** The Baud Options menu

From the Connect Options menu, the COM Options menu (from which you must tell the computer what COM port your desired telecommunications line is serviced by, from COM1 through COM4), the Baud Options menu (either a 2,400- or 1,200-Baud rate can be selected), and, once you're connected properly to the COM port, the Mode Options menu (where you can choose to either Answer [receive a call] or Dial [make a call]) will appear in rapid succession. If you decide to answer a call, the message Waiting for call . . . will appear on the Topline and a red window will pop up indicating that you should Press any key when phone rings. Actually, *Global Conquest* will answer the call automatically, so *don't* press any key when the phone rings.

If you choose to dial, the new Phone Numbers Display menu will appear. You can choose any phone number from the dialing directory or select Manual Dial and type in a phone number on the Topline. When entering a phone number, you can type in a T before any of the digits to make sure that your modem uses a tone dial instead of a rotary, or pulse, dial.

## Whose Game Selection Gets Played, Anyway?

After connections are attempted, tested, and (finally) made, player icons will be exchanged

## Creating Your Own Dialing Directory

A new feature in Version 2 of *Global Conquest* is the dialing directory, where you can pre-program the names and telephone numbers of your eight most-dialed opponents. You must edit the text in the file called CONQUEST.DIR, which has been placed in your main *Conquest* directory. This can be done through any MS-DOS word processing program you have. If you're using DOS 5.0, you can use its built-in text editor by going to a DOS prompt (such as C:\>), changing to your *Conquest* directory (by typing **cd\conquest**, assuming you used the default directory name), and then typing **edit conquest.dir** and pressing Enter.

This file is organized into one entry per line, eight entries maximum. For each entry, the first 19 characters will be read by the computer as the phone number. The program will read T or P as the first character to indicate tone or pulse dialing. Be sure to include a 1 prefix and the area code if they're needed. Dashes will have no effect when dialing, so include them if you like.

The text you enter beginning with the 20th character on the line and through, approximately, the 43rd character will be shown on the Phone Numbers Display as information related to the phone number. The character limit for text may vary, because the directory uses a proportional type font. For example:

```
T1-501-555-1234      Michael "Killer" Kane      <-- Line One
T1-310-555-9876      Alan "Crusher" Emrich      <-- Line Two
                     ^
                     |
                     Column 20
```

Save the file and you'll be able to interact with it after selecting Dial on the Mode Options menu. If you need to dial several numbers (because you're the host computer, using Special Driver 1), the Dialing Directory will not appear after the first manual dialing attempt is made for the current game.

and placed in their appropriate corners in the Icon Corner window, on the top right of the screen. The player who is the highest ranked will be the one whose scenario is played.

The ranking order in *Global Conquest* is exactly as it is shown on the Player's Option Display: Amber, Cyan, Magenta, Ochre. When a player is the host for a multiple-human-player connection using Special Driver 1, he will always be Amber and, thus, will always choose the scenario. When two players connect up directly, and both choose equally ranked positions, the computer randomly decides whose scenario will be played.

## Getting Chatty

While connected, players can communicate with each other by *chatting* on-line. This is done

either through the Options Menu (F10), by selecting the Chat button, by pressing its hotkey (F5), or simply by clicking on the Topline. When you enter Chat mode, an underline cursor will appear to the far left of the Topline and you may begin typing messages. Don't worry about uppercase and lowercase letters—only uppercase letters will appear on the chat lines. If you want to emphasize a word, do this: TYPE AN *ASTERISK* ON EITHER SIDE OF IT. Other useful on-line slang includes:

| | |
|---|---|
| <G> | a Grin |
| <EG> | an Evil Grin |
| <BG> | a Big Grin |
| <BWG> | a Big, Wide Grin |
| BTW | By The Way |
| FWIW | For What It's Worth |
| FYI | For Your Information |
| IMHO | In My Humble Opinion |
| LOL | Laughing Out Loud |
| ROFL | Rolling On Floor, Laughing |
| HEHEHEH | Laughter |
| :) | A sideways smiley face |
| :( | A sideways frowning face |
| :P | A sideways face with tongue sticking out |

While you're typing your message, it usually appears instantly to all the other connected players on their respective Bottom Lines; they'll also be prompted to look for it with a "Morse Code" sound cue. If you hear the sound cue but don't see the message, click on the Bottom Line and it will appear. If you don't have it all, keep clicking and more of the message will appear as it is typed by the sender.

Messages are color-coded so you can tell who's typing. If players try to type messages simultaneously, their letters will be intermixed on any third party's screen (although, with a little detective work, you can sort them out), so show some manners and talk one at a time (unless you're playing with only one other human player—then chat all you like). When you're through with your message, give the other player(s) a moment to read it, then press Enter. This will clear the message and take you out of Chat mode.

While you're in Chat mode, most other game functions will not work. If you want to read the previous message, simply click on the Bottom Line or press either < or >.

## The Quickness Bonus

In multi-human-player games, Ned will never receive the quickness bonus. Only the fastest human player will.

## Wrapping Up Modem Play

If things are going badly, you can always resign. There is only one way to do this, and that's to go up to the Options menu bar (by moving the cursor above the Topline) or pressing its hotkey (F10). From here, selecting the last command on the list, Resign, will pop up a tiny red window asking you, Resign? Y/N. Typing **N** for no, of course, puts you right back into the game. Typing **Y** for yes, however, notifies all players of your resignation with a special tone and a message on the Bottom Line. The player who resigned automatically becomes a spectator, and Ned takes over his position. If the last human player resigns, he can watch the computer players finish out the game by hitting the Execute button to start each subsequent turn.

A common practice, after a modem gaming session is finished, is to "go voice" afterwards and talk about who did what to whom, threaten

revenge in the next game, and generally yuck it up. Fortunately, you don't have to drop the connection and redial each other to do this. Simply pick up the telephone (to keep the connection alive—keep it away from your ear, however, or that screeching will make you deaf) and select Disconnect from the Options Menu (F10), located just above the Topline. (Note that this disconnect feature doesn't always work, so you may have to turn your modem off—which means rebooting or powering off your computer if you have an internal modem.) When the modem's screeching ceases on both sides, you'll have a regular voice connection and can talk to each other normally.

## THE "REAL WORLD" OF TELECOMMUNICATIONS

Now it's time to examine each type of multiple-machine connection for *Global Conquest*. The following sections are step-by-step "how-to" guides for making the most common connection types work. If you don't have a modem, a special section, entitled *The Modem And I*, has been provided below as a primer on the subject of computer telecommunications and should give you enough background to visualize what's going on. If troubles plague you, another section is included to help you correct some of the most common ones that arise.

An introduction to the logistics of coordinating multi-human-player games is presented first. Special thanks are due Roger-Tzu White and *Computer Gaming World* magazine, from which this article is reprinted with permission. Following the article, the basic types of modem play are explained in step-by-step procedures for ensuring successful connections.

## "IN THE KINGDOM OF FOUR-PLAYER GAMES, THE PERSON WITH THREE PHONE LINES SHALL BE KING."

Computers can talk to each other, but few computer games take advantage of this. It's even rarer to find a computer game that talks to many other computers and becomes a multi-player, multi-machine game. That's what *Global Conquest* is. It's also a game that shows why multi-machine gaming is still rare—making a four-player game happen is an elaborate task.

### In Search of a Host

The first thing to do in setting up a four-player game of *Global Conquest* is to find the computer that will be the *host*. The host is the computer that is equipped with three COM ports and can be connected to three other computers either by direct serial connections or by phone lines. It helps if it is also a fast computer (one with a high processing speed), because all the other computers will be relaying information through it during the game.

Host candidates are not found, they're *made*. This author transformed his LAN file server into a host by adding a COM board and booting it as a DOS machine rather than a file server. COM1 connected directly to the PC that normally acts as the LAN workstation, COM3 connected to a modem controlling his phone line, and COM4 connected to a modem that was connected by a long extension cord to the next-door neighbor's phone line (the mouse ran on COM2). Talk about the "good neighbor policy!"

### In Search of a Fourth

The next challenge is common to bridge, doubles tennis, and any other four-player game:

finding the fourth player. Two enthusiasts can usually find a third quickly, but that fourth player always seems to be more elusive. Rustling up a fourth for *Global Conquest* is greatly aided by access to an electronic forum of enthusiasts such as CompuServe's Modem Games Forum or a gamer's BBS (both discussed below). A side benefit of finding players electronically is that anyone who uses an electronic forum generally knows how to use a modem. This can be a great plus if anything goes awry.

## Can You Walk and Chew Gum at the Same Time?

Making three modem connections happen in quick succession is like saying "Peter Piper picked . . ." three times fast—other players should applaud the host when the connecting process is completed. Here are some hints to smooth the connection process out:

1. Call and coordinate on voice with all the players just before you attempt the connection. Let them know in what order they will call or be called. Confirm their modem phone numbers and their Baud rates, too. Tell them how long they should wait before they try calling you to find out what sort of snafu, if any, may have cropped up.
2. Call your most patient player first. This person will have to endure watching a connection that does nothing for up to five minutes while the other connections are being made.
3. In the "real world" of telecommunications, things rarely work right the first time. Connecting up a four-player game of *Global Conquest* is "real-world" telecommunications amplified threefold, so expect that setup will take a while. A rule of thumb is: Allow a half hour of setup time for the game, and add a half hour for each player you've never made a modem connection with before. If this is your first try at being a host, test each of your modem connections locally the day before the big event.
4. The host player must choose to be the Amber player. None of the "guest" players can choose to be Amber. They will be Cyan, Magenta, and Ochre, in that order, as they are connected to the host.

## Choosing a Scenario

*Global Conquest*'s scenario design kit is one of the most elaborate in current commercial game designs. Creating a scenario is, perhaps, 25 percent of playing the game. Ironically, this important feature isn't "democratic" in four-player play, because the host player is the only one who can select a scenario (the scenarios the guest players choose will simply be ignored). So, if you're going to be host player, it may be wise to spend some pre-game time with fellow players, describing or negotiating what scenario to play.

## Some Thoughts on Scenario Design

The turns in four-player games will progress more slowly than in single-player games, but human players will be better directed toward the goal of the scenario than Ned is, so it's all right to pick a shorter number of turns than you would for a comparable solo-play scenario.

"Fuse selection" (the method by which the end of the planning phase is decided) will determine how much diplomacy can take place. If the fuse is short and is triggered by the first player hitting the Execute button, there will be little time for diplomacy. If the fuse is long, or

the turn length fixed, players will have more time to chat and diplomatize. Often, the more human players there are, the better the opportunities for diplomacy—so set the turn ending method to allow for some chat time.

Finally, in four-player games, one human player is going to start losing ground very quickly. If this person hangs up, you should still be okay, as long as he's not the "host" player. If you're going to play a long scenario, be sure to pick a host who won't need his gaming phone lines for something else.

## Making a Serial Connection

In order to effect a serial connection for playing *Global Conquest* in a two-player mode, follow these steps:

1. Connect two computers that are fairly close to each other with a null modem cable. Make sure you take note of which COM port you are connecting to on each computer. Be aware that some computers have internal setup programs to enable or disable COM ports.
2. Each player should then load up *Global Conquest* and, from the Main menu, they should both select Play Game.
3. From the Play Game menu, each player should select a game scenario (which should probably be agreed upon beforehand).
4. On the Player's Options display, each player must choose a color and indicate that choice by clicking on the left box until it switches to the This Machine message and icon. Then each player must designate any one other player as the Remote Machine (it won't matter which). This display also gives you an opportunity to adjust your default player icon, name, and rank, should you wish to do so. Computer player ranks can also be adjusted, depending on how much challenge you can handle.
5. After setting player options, each player should click on the Execute button (or press F1), following which the Connect Options menu will appear. Here, each player will select the Direct Serial option, after which the COM Options menu will appear.
6. From the COM Options menu, each player must select the COM Port (COM1 through COM4) that is being used for the null modem cable connection.
7. If the connection is successful, each player will see three messages: Ring (which will also be audible if you have your sound on), Testing connection, and Connected. A Connection Problem message will appear if the connection has failed. If you get a Connected message, the program will begin building the game world. (You can press Spacebar at this time to make the building of the game world go faster.)

## Making a Remote Connection

A remote connection via a modem takes a little more planning. The following steps, however, should get you there without a problem:

1. Prearrange the time for a match, either by calling your opponent or by leaving a message. (Electronic mail, or e-mail, is ideal for this purpose and is available on all the major computer networks and BBSes.) It is usually a good idea to make a voice connection prior to and during an attempted data connection if both players have access to two phone lines. This will make it easier to figure out what the problem might be if the data (or game) connection fails.

2. At the appointed time, each player should load *Global Conquest* and, from the Main menu, each player should select Play Game.
3. From the Play Game menu, each player should select a game scenario (which should probably be agreed upon in advance).
4. On the Player's Options Display, each player must choose a color and indicate the choice by clicking on the left box until it switches to the This Machine message and icon. Then each player must designate any one other player as the Remote Machine (it won't matter which). This display also gives you an opportunity to adjust your default player icon, name, and rank, should you choose to do so. Computer player ranks can also be adjusted depending on how much challenge you desire.
5. After setting player options, each player should click on the Execute button (or press F1), following which the Connect Options menu will appear. Here, each player will select the Modem/Phone option, after which the COM Options menu will appear.
6. From the COM Options menu, each player must select the COM port (COM1 through COM4) his modem is connected to. If the Modem Not Responding message appears and you *know* that your modem is on that COM port and works just fine, keep selecting it until you finally get a response. The program can be a little persnickety here, so just keep trying. After four tries, at most, it will have found your modem.
7. The Baud Options menu will pop up next, providing you with a choice of either a 1,200-baud or a 2,400 baud rate. Assuming both players have 2,400-baud capability, both players should select this faster speed. Both players *must* select the same speed for the connection to work!
8. The Mode Options menu will appear next. One person must choose Dial and the other Answer (as they have prearranged).
9. The player who is dialing will get a message to Enter the phone number, which will be done on the Topline. After a phone number is entered (either through the player's Dialing Directory or typed in manually), the player dialing should press Enter and the modem will dial.

Note that the game's "dialing string" is very accommodating. You may enter special dialing code strings or even use credit-card dialing. For example, you can use a standard long-distance credit card by entering 02128889999 ,,,,1112223334444. The commas are pauses that allow the secondary tone to start before you enter your credit card number. (Use the T prefix before typing in numbers to make sure that you get a tone rather than pulse dialing.)

10. If the connection is successful, each player will see three messages: Ring (which will also be audible if you have your sound on), Testing connection, and Connected. A Connection Problem message will appear if the connection has failed. If you get a Connected message, the program will begin building the game world. (You can press Spacebar at this time to make the building of the game world go faster.)

## Making Three- and Four-Human-Player Connections Using Special Driver 1

The third basic modem play capability is a multi-player game with three or four human players. Obviously, this will take a considerable amount of pre-game coordination. Before we explain how to connect, you should be aware of the host-system concept underlying this multi-

human player mode.

One computer acts as the host to the computers of the other human players. If you're the host, you may connect with up to three other human players' computers through any combination of serial connections and/or modem connections by selecting Special Driver 1 on the Connect Options menu. In order to accomplish this, the host computer must have one serial port for each serial connection with a nearby computer, and a serial port, phone line, and modem for each remote computer connected via modem.

In addition, the modem connections can be established either by calls from the host computer or by calls to it from the remote computers through their modems (or any combination of incoming and outgoing calls). Since many people have two phone lines and two modems, the procedure that follows will outline a game with a host, two human remote opponents, and a fourth human player connected via direct serial connection. (In this example, remember that it can only be done if the host has three serial ports. Using a mouse for the host computer will require either a fourth serial port or a separate mouse port.) This one is tricky, but here goes:

1. Since one player will be connected via a direct serial connection, you must first connect the host computer to the other player's computer with a null modem cable. At the appointed time, all players should be at their designated computers and should load *Global Conquest*.
2. From the Play Game menu, each player should select a game scenario, which should be agreed upon beforehand. Actually, it doesn't matter what scenarios are chosen by the "guest" players since the choice made by the host is the one that must be played.
3. On the Player's Options display, each player must choose a color and indicate that choice by clicking on the left box until it switches to the This Machine message and icon. It won't matter what color players choose. Player colors are determined by the order in which they are connected to the host (the host is automatically assigned Amber, the first connection Cyan, the second Magenta, and the third Ochre).

   The host player must designate the correct number of other players as Remote Machines. The guest players need only select one other player as a Remote Machine. This display also gives you an opportunity to adjust your default player icon, name, and rank, should you choose to do so. Computer player ranks can also be adjusted, depending on how much help they'll need against all these human players.
4. After setting his player options, each player should click on the Execute button (or press F1), following which the Connect Options menu will appear. The host player must select Special Driver 1. The two remote players must each select Modem/Phone and the player connected via null modem cable must select Direct Serial. The Connect Options menu will reappear for the host computer, but with only three choices: Modem/Phone, Direct Serial, and Existing Connection. For the other players the COM Options menu will appear.
5. From the Connect Options menu, the host player now selects the choice of connection mode for the *first* connection. It can be argued that, when you have a mix of modem and direct serial connections, you should try to make the remote modem connections first, because the serial connection player is in close proximity and will be one less player in the dark if there's a connection problem

along the way. From the COM Options menu, which appears next, the host player now selects the COM port for his first connection. Each other player must select the COM Port (COM1 through COM4) his computer's modem or null modem will be connected to.

6. The Baud Options menu will pop up for each player who has selected Modem/Phone, providing those players with a choice of 1,200 or 2,400 baud. Assuming both players 2,400-baud capability, they should select this faster speed. Both players *must* select the same speed for the connection to work!

7. The Mode Options menu will appear next. One person must choose Dial and the other Answer, as they have prearranged. Although the remote players can call into the host computer, the timing needs to be very precise or you'll have difficulty (connections are dropped after five minutes of inactivity in *Global Conquest*). To play it safe within these time constraints, therefore, consider having the host computer do most of the dialing.

8. The player who is dialing will get a message to Enter the phone number, which will be done on the Topline. After a phone number is entered (either through the player's Dialing Directory or typed in manually), the player dialing should press [Enter] and the modem will dial.

Note that the "dialing string" is very accommodating. You may enter special dialing code strings or use credit-card dialing. For example, you can use a standard long-distance credit card by entering 02128889999 ,,,,1112223334444. The commas are pauses that allow time for the secondary tone to begin before you enter your credit card number. (Use the T prefix before typing in numbers to make sure that you get Tone rather than Pulse dialing.)

9. If the connection is successful, each player will see three messages: Ring (which will also be audible if you have your sound on), Testing connection, and Connected. A Connection Problem message will appear if the connection has failed.

If the host gets a Connected message, he'll once again get the Connect Options menu. Now he must select the mode for the *next* connection. Follow the same procedure outlined in steps 5 through 8, above. After the second player is connected, the Connect Options menu will reappear on the host computer for the third and final time. This time, assuming that the host is connecting up to the serial-connected computer last, he will select Direct Serial to make the final connection. When the last connection is successfully completed, the program will begin building the game world. (You can press [Spacebar] at this time to make the building of the game world go faster.)

This third mode of play, the multi-human-player mode, is the crowning achievement of *Global Conquest*. There is nothing more exciting than a game with four human players. It takes some serious logistical planning, but the results are well worth it. Remember that this mode can be achieved with any mix of modem and/or serial connections.

## THE MODEM AND I
## (A Primer by Frank "Turk" Bartolotta)

Although it's possible for two players to play against each other on the same computer, this is not a very ergonomically comfortable way to go. The key word, then, for play against other human opponents is *connectivity*. Here, the magic lies in the connection of two or more

computers, each running the *Global Conquest* program in concert. When broken down to the basics, connectivity may be achieved in one of two ways. One is through a physical connection between two computers in relative proximity to each other. The other is a remote connection through telephone lines.

The first method involves a direct connection from one computer's serial port to the other computer's serial port with a special cable known as a null modem cable. The second method involves the use of a modem to send and receive data communication over telephone lines.

What is this "modem" that keeps being referred to? If you asked this question, then you're about to discover the wonderful world of telecommunications. . . .

Getting a modem is like getting your first microwave, computer, or VCR. Once you learn how it works, you'll wonder how you ever got along without one. Like the VCR and other technological wonders of the modern age, a modem takes some getting used to, and understanding a few of the basics here is a good beginning. Since modems and telecommunications are integral to the *Global Conquest* play experience (and are becoming increasingly prevalent in computer gaming in general), allow us to present a few quick, fundamental concepts.

## Everything You Always Wanted to Know About a Modem, But Were Afraid to Ask On-Line

"Modem" is a shorthand name for modulator demodulator (despite the similarity in names, the *mo*dulator/*dem*odulator was not invented by the Modulians referred to in the *Global Conquest Instruction Manual*). Since the computer processes data in a *digital format* (i.e., information is broken down into elements that are seen as if they were electrical circuits in either an "on" or "off" state—called *bits* in computer lingo), some interface is necessary to convert this information into audible sounds (which are *analog signals*) for transmission over telephone lines. The modem that initiates the phone call does the translation of data from digital into analog signals.

The modem at the receiving end then converts these analog signals back to digital signals (bits) for the computer to process. This process goes on back and forth between the two computers through their modems as information is transmitted and received. Each modem is both a transmitter (modulating digital signals into analog signals) and a receiver (demodulating analog signals back into digital signals); thus they "speak" to each other by sending these sounds back and forth to each other over the phone line.

In addition to the data itself being transferred back and forth, there is also a continuous audible tone. This is that awful screeching sound that you hear if you don't turn the sound off when using a modem, and is called a *carrier signal* (which is also transferred back and forth). The carrier signal enables the modems to monitor the connection. When a modem detects the loss of the carrier signal, the connection is broken and the modem will hang up.

Modems come in two flavors, internal and external. The internal modem is on a card that plugs into a slot inside your computer. For those who are a bit queasy about opening up their computers, there is the external modem. This is a free-standing little box, with a power switch, and a bunch of lights, that connects you to one of the serial ports on your computer.

Serial ports and their connecting cables come in both 9-pin (DB9) and 25-pin (DB25) varieties. Most computers have at least two serial ports; these are commonly known as COM1 and COM2. While you may have more COM ports,

the average user will rarely have more than four. While internal modems are generally cheaper than external ones (and save some desk space), they have a major drawback, which can be crucial when debugging failed modem connections: no external control signal lights.

## The Esoterica of Control Signals Made Easy

Control signals are the means by which you may detect and monitor the status of a modem connection (or the absence of one). The carrier signal previously mentioned is a control signal. The modem's use of these control signals is referred to as *handshaking*. Different brands of modems use varying control signals. Here are the most common control signal lights:

- *Modem Ready (MR) or Data Set Ready (DSR):* Your modem's power is on and it is connected to a phone line for normal operation.
- *Terminal Ready (TR) or Data Terminal Ready (DTR):* Your modem's power is on, communications software is loaded, and the modem is ready to transmit and receive data.
- *Send Data (SD) or Transmit Data (TD):* Data is being sent from your computer, through your modem, to the remote modem.
- *Receive Data (RD):* Data is being received from the remote modem, through your modem and into your computer.
- *Off Hook (OH):* Your modem has picked up the telephone line in preparation for dialing.
- *Carrier Detected (CD) or Data Carrier Detected (DCD):* Your modem and the remote modem have connected "on-line" and are ready to exchange data.
- *Automatic Answer (AA):* Your modem has been placed in "host mode" and will automatically answer any incoming call.
- *Request to Send (RTS or RS):* The computer is asking your modem if it may begin transmitting data.
- *Clear to Send (CTS or CS):* Your modem signals your computer to start sending data.
- *High Speed (HS):* Your modem is operating at its highest base speed. This won't account for increased speed through the use of data compression (e.g., a 9,600 baud modem's HS light will go on when it is communicating at 9,600 or above).
- *Error Correction (EC):* Your modem is using its error correction mode.
- *Data Compression (DC):* Your modem is using a data-compression protocol to increase data throughput (or transmission) speed.

Thus the idiot lights on your external modem, corresponding to these control signals, provide valuable information. They let you know whether your connection is successful and what is (or is not) happening if it is unsuccessful. Otherwise, you can be sitting there waiting for a modem connection when no connection has been or will be made. Though most games will eventually tell you that there's a connection problem, these control lights can save you a little money, time, and aggravation. I recommend them highly for game use.

## Baud Rates

Another important element of telecommunications for game play is the modem baud rate. The baud rate is the speed at which modems exchange data (the higher the rate, the faster the exchange). Baud rates vary from 300 to 57,600. However, recent technology advances have made the 300- and 1,200-baud rates obsolete. Most games now support rates of 2,400 and 9,600 baud or even higher.

What does all this mean to you, the modem gamer? Simply put, higher Baud rates mean faster data transmission. With more and more games supporting faster modems, think ahead. If you set out to buy a new modem, buy the fastest one you can afford. You may not notice the difference in *Global Conquest* right away, but future releases from Ozark Softscape and MicroProse (particularly their flight simulators) will improve play greatly at faster Baud rates.

## Communications Programs

In general, a communications program is the means by which your modem is instructed what to do. If you think about it, every modem game is, in effect, a communications program of sorts (albeit limited in scope). Though communications programs are not, generally, relevant to playing modem games, they are important in providing you with the means to access information about games.

With a standard or specialized communications program, you'll be able to access the information services and BBSes described later so that you can share information with other modem gamers, send comments to and get help from modem game publishers, and receive patches and files related to games through the process known as downloading.

However, before going on to the next topic, I would advise the serious modem game player to learn as much about modems and telecommunications as possible. In addition to improving your ability to debug modem game problems, there's a world of information out there on games (and anything else you could ever imagine) that becomes available to you with a modem, a phone line, and a little knowledge of how to use them. The networks and on-line services that will be discussed next are a whole new frontier of discovery just waiting for you to tap into them with your modem.

# WHO YA GONNA CALL?

A modem, once acquired, is worthless if you don't use it. What often happens is that a new modem owner won't know who to call. In the case of *Global Conquest* players, the trick is to find other enthusiasts out there with modems, standing by and waiting for a challenge from you. This section will deal with the various ways to meet other computer gaming enthusiasts so that you can set up lots of *Global Conquest* matches and never have to play solitaire again.

## Connecting Up to the Outside World (An Overview)

In order to meet people, you have to *network*. People in marketing, sales, or politics, particularly, know the value of networking, and a modem makes this task far easier for the computer gamer who is seeking opponents. That's because there are certain places where computer gamers "hang out" and where they can be easily contacted.

Basically, there are four ways to find other computer gaming enthusiasts. The surest way is to join one of the large computer networks, each of which has a special area designated for exchanging information on games. They'll charge a competitive fee, and you can get a lot more out of them than just *Global Conquest* opponents. Likewise, there are the bulletin board systems (BBSes), both local and national, which you can also tap in search of fellow gamers. Bulletin boards are often hit-or-miss propositions, however. One computer game magazine, *Computer Gaming World* offers free "Opponents Wanted" listings in every other

issue. From our personal experience, the response there is very good.

Finally, regional game conventions are often held by local board gamers (you can find the best listings of them in *The Dragon* magazine). Though these conventions are not primarily focused on *computer* games, many computer gamers attend them, so you should go and make some friends there. The beauty of these contacts is that they'll be primarily local gamers and playing with them by modem will save you a fortune on your phone bill!

## THE BIG COMPUTER NETWORKS

A network is a huge system that connects your computer to the world. Imagine being able to dial a number and have your computer tap into the lives of tens of thousands, even hundreds of thousands, of people. This is exactly what happens when you connect with one of the "Big Four" computer networks: CompuServe, GEnie, Prodigy, and America Online.

These networks are inhabited by "just plain folks" like you, some of whom will be avid gamers, even *Global Conquest* players. The people you meet on-line are usually extremely friendly and helpful to new members. On-line gamers can find each other through various designated meeting places on a network (usually in the area set aside for gamers), and communicate by posting and answering bulletins to each other. Each person has an on-line address where bulletins and private electronic mail (e-mail) can be sent. Many game manufacturers frequent these networks as well, and offer the latest revisions to players as free downloads (copies you can make) from the network information libraries.

Each network has its own procedure for joining, but they're similar in many ways. Generally, when you join up, you must give them all kinds of billing information about yourself (including a credit card number). They will then automatically bill you for usage. CompuServe, GEnie, and America Online all bill by the hour; Prodigy charges a flat monthly fee for unlimited usage. Now let's take a quick look at the Big Four, one network at a time.

### CompuServe

The CompuServe Information Service is the granddaddy of all the on-line information utilities. It's owned by H&R Block and was founded in 1969. By April 1992, it had over 1,500 databases and more than 850,000 subscribers. While CompuServe covers the broadest spectrum of information categories, it has, since its inception, devoted a significant amount of energy to computer gaming in particular. On CompuServe, the areas of most interest to a modem game player are:

- The *Modem Games Forum (sm)*: A forum that brings gamers together from around the world to discuss any and all aspects of games that support modem play. This forum features an electronic bulletin board for message correspondence, data libraries for file exchanging, and "conference rooms" for real-time interactive discussions. Type **GO CIS:MODEMGAMES** to access it.
- The *Challenge Board (sm)*: This is an electronic directory of registered modem game players. Participants profile themselves in this directory so that other gamers can search for them as opponents for most commercial, public domain, and shareware games that support a play-by-modem feature. Type **GO CHALLENGE** to access it.
- The *MTM Lobby (sm)*: This lobby features on-line playing and is the latest of

CompuServe's modem-to-modem game support services. It allows players to connect their modem-supporting games to opponents through the CompuServe network. The *MTM Lobby (sm)* affords players the convenience of staying on-line for all aspects of modem gaming, connects them to international opponents for no more than the price of a standard domestic long-distance phone call, offers both players anonymity (since neither party needs to give out his phone number to connect), and offers each gamer the opportunity to choose from hundreds of potential opponents. Type **GO CIS:MTMLOBBY** to access it.

- The *Gamers Forum (sm)*: This is a very active on-line special interest group devoted to computer games and simulations. Join fellow players, designers, writers, and programmers in exchanging hints, reviews, and product information. Type **GO CIS:GAMERS** to access it.
- The *Game Publishers Forum (sm)*: This is a specific on-line area devoted to technical support for a myriad of entertainment products available from numerous game companies. Here you can communicate your questions and suggestions directly to company representatives. Also, the latest program updates are posted in this forum's library for downloading. Type **GO CIS: GAMPUB** to access it.

For more information, contact:

CompuServe, Inc.
P.O. Box 20212
Columbus, OH 43220
Voice: (800) 848-8199
Fax: (614) 457-0348

## GEnie

The *GE* in *GEnie* stands for General Electric, which owns this network. Founded in 1985, GEnie now has approximately a quarter of a million subscribers. GEnie is probably the network best supported by "names" in the game industry (both board and computer games), with a Games RoundTable area that has a dizzying array of subjects and topics to choose from for all your gaming needs. When you're connected to GEnie, type **M 805** at the [?] prompt to get to this particular section, which is hosted by Scorpia. Here, you'll be in "gamer heaven!"

A second area of interest to computer gamers is the Computer Game Design RoundTable, hosted by Chris Crawford and Dave Menconi. This is a more cerebral area, where design philosophy and industry politics are discussed by important persons in the computer gaming "biz." To access this area, type **M 935** at the [?] prompt.

For more information, contact:

General Electric Information Services, Inc.
401 North Washington Street
Rockville, MD 20850
Voice: (301) 340-4000
Fax: (301) 251-6421

## Prodigy

*Nobody roots for Goliath.*

*—Wilt Chamberlain*

From its extremely humble beginnings in 1984, Prodigy has shot up to become the largest of the Big Four networks, surpassing their combined total number of users. Prodigy is a joint venture of Sears and IBM and, with aggressive

marketing and a user interface that's loaded with graphics and extremely easy to use, this service has grown to over 1.5 million users and shows no sign of slowing down.

Like Goliath's, Prodigy's strength is also the source of its weakness. Prodigy is a friendly, family-oriented, graphic-intensive network that charges a low flat fee each month for unlimited use. However, all the graphic enhancements make Prodigy slower to use than the other networks. The friendly, family-oriented element means that bulletins are closely monitored and "borderline" subjects and language are promptly censored. Also, Prodigy can offer a flat-fee system only because it is supported by advertisers, whose "commercials" run along the bottom of the screen each time it refreshes.

With no real ability to upload files to share with others, and only some limited download capabilities, Prodigy is at a real disadvantage for attracting active computer gamers who like to share files. Add to this the fact that there is an additional charge for e-mail after a monthly quota is used up, and that too weighs in the balance against the huge audience it reaches and the very reasonable flat-fee pricing. Still, many modem gamers can be found on the bulletin boards of Prodigy and can be reached by the JUMP: COMPUTERGAMES or JUMP: GAME CENTER command on-line. *Computer Gaming World* magazine is the on-line expert available to answer your questions about computer games; its Prodigy address is EXPT40B.

For more information contact:

Prodigy Service Company
445 Hamilton Avenue
White Plains, NY 10601
Voice: (914) 993-8000

## America Online

America Online, founded in 1989, is the smallest of the Big Four networks. It is an independent enterprise—the only network that is not a subsidiary of some huge corporation. Consequently, America Online is more of an "anything goes" network, where freedom of expression and individuality have been raised to an art form. Like Prodigy, it uses an attractive graphic *front end* (special software for connecting with the network) and is extremely easy to use. While not exactly a gamer's paradise, it is a fun hangout with all the services of the larger networks (on-line chat, file uploading/downloading, large libraries, special interest groups, e-mail, and gaming areas). There's a particularly warm and friendly community on America Online and it's a comfortable network to start on.

For more information, contact:

America Online, Inc.
8619 Westwood Center Drive
Vienna, VA 22182
Voice: (800) 227-6364
Fax: (703) 883-1509

## THE BBSes

A bulletin board system (BBS) usually offers many of the features of the larger networks, but with much more localized interest areas and a smaller user base. There are so many private BBSes that it's very difficult to keep track of them all. Almost anyone with a computer, a modem, and a telephone number can start a BBS (and many people do).

Bulletin board systems were developed soon

after microcomputers began to appear, and started out as "telecommunications for the common man." They're often free of charge (except for any toll charges from Ma Bell). Over the years, thousands of BBSes, some with as many as 32 modem lines, have sprung up. Some even boast thousands of members and countless files available for their access.

Honestly, the best way to stay on top of all the various BBSes out there (so you can pick up on the ones that interest you—particularly gaming ones) is to subscribe to *Boardwatch* magazine. For more information, contact:

Boardwatch

5970 South Vivian Street

Littleton, CO 80127

Voice: (303) 973-6038

BBSes can be valuable sources of information for modem gamers. Recently, many major computer game publishers have set up BBSes of their own for customer service and dissemination of information on company products (game hints, bug fixes, and so on). Some notable BBSes are listed below. Each has its connect protocols set to 2,400 baud, N, 8, 1. Other gamer-specific BBSes can be found in the "Opponents Wanted" listings in *Computer Gaming World* magazine.

### The Ozark Softscape BBS

Yes, the design team for *Global Conquest*, *Command HQ*, *Modem Wars*, and many other games has its own BBS set up. For enthusiasts of these games, this is a "must" to investigate. Various special interest groups (SIGs) are set up and the latest downloads are always available. Call: (501) 227-7694. Dan Bunten himself is the sysop (system operator).

### The MicroProse BBS

MicroProse, whose MicroPlay division published both *Global Conquest* and *Command HQ*, has its own BBS to support its entire product line. During business hours (in the Eastern Time Zone), call (410) 785-1841. After business hours, call (410) 771-1934.

## *COMPUTER GAMING WORLD* MAGAZINE

The astute reader, having noticed that the author of this book is the on-line editor for *Computer Gaming World* magazine and that this book is published as part of the *Computer Gaming World Presents* line, will be expecting a shameless plug for said magazine. Well, this is it.

The oldest magazine covering computer gaming on all its platforms, *Computer Gaming World* focuses on games for personal computers and writes for a more mature audience. The magazine has an inside track on industry news, but the staple of each issue remains the game reviews and previews, strategy tips, and related features. The *Computer Wargaming World* section is a "magazine within the magazine," catering specifically to computer war and strategy gamers (like you).

In the *Computer Wargaming World* section, every other issue, you will find the "Opponents Wanted" department, where networks, BBSes and individual players place *free* ads seeking to connect up with fellow telecommunicating gamers. Many specialized BBSes and local *Global Conquest* players can be found listed here. You should be, too.

*Computer Gaming World* is available on most major newsstands or, to subscribe for twelve thick monthly issues, you can call (800)

827-4450. The price for a one-year subscription in the United States or Canada is only $28.

## LOCAL GAMING CONVENTIONS

Yes, there really are gaming conventions where scores, hundreds, and even thousands of gamers attend to play all kinds of games (including computer games) over entire weekends (particularly long holiday weekends), often around the clock. While board and role-playing games are usually featured, many of the gamers attending these conventions also have computers with modems and will be happy to set up matches with you. Gaming conventions are a delight to attend in any case, and well worth a look.

The best place to find a current, comprehensive listing of game conventions is *The Dragon* magazine, published by TSR, Inc. (the people who make *Dungeons & Dragons*). *The Dragon* can be found in most major bookstore chains, or can be subscribed to by sending $27 for twelve monthly issues to TSR, Inc., P.O. Box 5695, Boston, MA 02206.

## TROUBLE-SHOOTING COMMON *GLOBAL CONQUEST* MODEM CONNECTION PROBLEMS

What do you do if you fail to complete a modem or direct serial connection? First of all, *don't panic*! This sort of thing happens all the time in the real (and highly imperfect) world of telecommunications.

*Global Conquest* provides many built-in messages that tell you what problems it might be having. You may see a message that you're attempting to connect to the wrong COM port (if it *is* the right one—try, try again), that a connection has failed, or a variety of other messages, the meanings of which are self-evident.

Occasionally, however, you'll get a connection problem message whose cause will not be so obvious. In this case, the first thing you should do is check all your cable and phone line connections and make sure that your modem is turned on. Usually, though, the problems are more subtle. This section will provide some recommendations for both avoiding and correcting some common modem connection problems.

### Modifying Your MODEM.INI File

As stated above, we strongly recommend that you have an external modem for modem game-playing because the control light signals on them can alert you to any of a number of potential problems. For example, if, upon attempting to dial, you don't see the OH (Off Hook) light go on, this tells you that your modem has not picked up the phone line; check the phone line to make sure that it's properly plugged into the modem.

Leave the modem's sound on so that you'll get audible signals as well. On a Hayes-compatible modem (the standard type of modem), you can turn the modem sounds on with the command ATM1 and off with ATM0. Modem commands can be entered on the terminal screen of a communications program or, for some games such as *Global Conquest*, in a specific program file such as MODEM.INI. The *Global Conquest* MODEM.INI file looks like this:

```
ATE0V1Q0X0
ATS0=0S2=43S12=50
ATS7=30S9=6S10=50
AT&T5&T0
```

In case you prefer the sound off when you're using your modem for other chores, but on when you're playing *Global Conquest*, you can set this by modifying the MODEM.INI file— add M0 at the end of the first line, thus:

ATE0V1Q0X0M0
ATS0=0S2=43S12=50
ATS7=30S9=6S10=50
AT&T5&T0

If you have two phone lines and don't mind tying them both up for a short period of time, it can be very helpful to have a voice connection with your opponent while attempting a modem connection on the other line. This allows you to share information about what messages you're each seeing and what the status of the control signal lights on your respective modems are. You can also make sure you're both following the correct procedures for a connection by talking to each other during your menu choices. At the very least, you should arrange with your opponent beforehand that, if a connection fails, the next call will be a voice call for the purpose of sharing information about what happened.

## Error Correction and Flow Control

Now that you've prepared yourself to deal with potential problems, here's the most common one of all.

Say, for example, that you've dialed and connected up with your opponent. Everything looks fine as you see your OH light go on, you hear the modems going through the "handshake" (all that beeping and hissing), you see your CD (carrier detect) light go on, and then you see your SD (Sending Data) light blink.

You may even see a quick blink of the RD (Receiving Data) light, or you may get a constant SD and/or RD light. If the light is constant, you have a problem. On a good connection, you'll see alternating RD and SD blinking lights. On a bad connection, you may not get a connection problem message because you are, technically, connected, but your communication with the other computer is frozen in limbo. You may even have to reboot your computer to get out of this lockup.

This is a common problem for a user of a 9,600-baud or faster modem, or a modem with MNP error correction, who has not made some preliminary adjustments for playing *Global Conquest* at 2,400 or 1,200 baud. You'll see Testing connection on the Topline, but nothing will happen. This means that one of the modems usually has its *error correction* or *flow control* enabled, and is wrecking the packets being sent. *All advanced features of these modems need to be turned off.* On a Hayes-compatible 9,600-baud modem, the commands to turn off the hardware flow control and error correction are &K0 and &Q0, respectively. (The default settings for these are &K3 and &Q5.) For other modems, you must consult your manual for the appropriate commands.

The solution is to modify your *Global Conquest* MODEM.INI file so that these parameters are automatically entered when you play and will not affect your modem the rest of the time. Adjust the first line of the MODEM.INI file by adding these correction commands to it, so that the file will then look like this:

ATE0V1Q0X0M0&K0&Q0
ATS0=0S2=43S12=50
ATS7=30S9=6S10=50
AT&T5&T0

Note that many 2,400-baud modem use this MNP error correction. It must be disabled to play *Global Conquest*. Consult your modem manual for the relevant modem commands for

9,600- (and 14,400-) baud modems, then enter them at the end of the first line of the MODEM.INI file. The Ozark Softscape BBS has a file you can download, which will automatically adjust your MODEM.INI file when you play *Global Conquest*. This program presents a list of popular modem types. If you select yours, your MODEM.INI file will be correctly adjusted in an instant.

## FOUR-COMPUTER LOCAL HOST KIT AVAILABLE

With the right equipment, any four computers can be put together in the same area and, using one as the local host, can be connected together for multi-player, real-time playing action. Inviting your friends to bring their computers over or playing at the office after hours can easily be accomplished with the components provided in this kit, available directly from Ozark Softscape.

Each kit costs $69.95 (plus $5 postage) and includes:

- A dual serial port short card.
- Three 15-foot-long sections of modular phone wire.
- Six adapters to convert DB9 serial ports to telephone modular plugs (DB25-to-DB9 adapters are also available for an additional $5 each).
- Simple instructions on how to connect everybody up.

The kit is ready to set up with your two existing COM ports (usually assigned to COM1 and COM2) and is guaranteed to cause no conflicts with your mouse or other ports. The kit can even be used with standard modems (1,200-baud or more), so your game can include players connected via telephone.

The setup requirements for a four-computer setup using the host kit are:

- The host machine must have an open short-card slot.
- The host machine should have an available serial port in order to connect with the fourth player (this port can be an internal modem that connects either to a distant player or to a local one with a similar modem using the modular phone wire).
- Each guest machine must have an available DB9 serial port (or a DB25-to-DB9 adapter).
- The host and guest machines should be within 15 feet of each other, unless you have longer sections of modular wire lying around. (These are available at many local retailers.)

The following items are preferred to simplify the setup and enhance play using the host kit:

- The existing serial ports of the host computer should be assigned as COM1 and COM2.
- The host computer should be a fast 286 or 386 machine (although an 8MHz 286 or even an XT will work, but the processing required may make the host machine's interface with the game seem even clunkier than usual at that speed and may slow the overall speed of play, since all data is sent to the host and echoed to the guest computers).
- Finally, to use the host kit to support modems rather than direct connects to the guest machines requires external modems and full serial cables between the dual serial port provided with the host kit and the modem. (Modular wire provides only four connectors, which are enough for a connection between serial ports, but connection between a computer and a modem needs all the lines that a serial extension cable offers.)

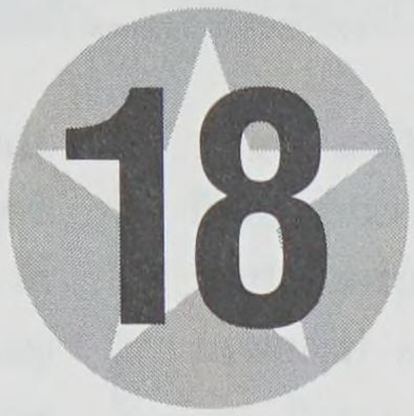
To order, or for more information, contact Ozark Softscape at 2915 Kavanaugh Street, Suite #344, Little Rock, AR 72205 or call their support BBS (up to 2,400 baud, 8,N,1) at (501) 227-7694 and access the Market SIG (Special Interest Groups). SIGs are available for *Global Conquest*, *Command HQ*, and other areas of modem gaming interest.

## REACH OUT AND CRUSH SOMEONE

Whew! There's been quite a lot of information in this chapter about using telecommunications to play *Global Conquest* with other human players, but the thrill of challenging a "live one" is really worth it. You now have all you need to get your computer ready to connect up, and enough places to look for opponents that you'll never have to play solo again unless you want to.

There are many good friends to be made out there—gaming buddies with a computer, a modem, and a copy of *Global Conquest*, just like you. Before you know it, you'll be keeping a separate little telephone book by your computer, filled only with information on your modem gaming partners. The entries in your gamers' directory should include their voice and data lines, plus their various on-line addresses and "handles," or nicknames. The world is a nicer place when you have friends around the country to share your gaming hobby with.

Beyond this chapter you'll find an exploration of the minds behind *Global Conquest*, plus some odds and ends concerning the game that we haven't covered yet. Your tour is almost complete.



# The History of Dan Bunten and *Global Conquest*

*The impossible we can do today. Miracles take a little longer.*

*—Attributed to Dan Bunten*

The story of *Global Conquest* has many twists and turns. For anyone who's interested in how a game like this comes to be, particularly "wannabe" computer game designers, they'll find a great deal of fascinating information in the pages ahead. It's storytelling time now. And what a story it is! The history of *Global Conquest* begins, appropriately, with the story of its designer, Dan Bunten.

## THE "OLD MAN" AND THE C

*Play with each other, not with yourself!*

*—Ozark Softscape company slogan*

Dan Bunten has been around for a *long* time in the computer game industry. He has many published titles to attest to his longevity and persistence, dating back to the late 1970s. It was an exciting world to live in back then—a time for discovery—and Dan Bunten was there.

*Saturday Night Fever* was all the rage (to the greater glory of disco), Ronald Reagan was whipping incumbent President Jimmy Carter in the presidential elections, and David Berkowitz had just been arrested for the "Son of Sam" slayings. It was in this world that Dan Bunten got his first Apple II computer.

Packaged with his new computer, Dan received an economic-type game entitled *Bears and Bulls*, written in the BASIC computer language. Intrigued by the game and by the simplicity with which it was written, Dan wrote a similar game that four people could play together. After adding an

auction feature, he contacted Speakeasy Software and asked if they would be interested in publishing it. To his amazement, they accepted the game and published it as *Wheeler Dealers*.

At the time, Dan was employed at Little Rock City Hall, where he worked as an engineer. In his copious spare time, he had written another game, to be played on the city's mainframe computer, called *Computer Quarterback*. Encouraged by Speakeasy's acceptance of *Wheeler Dealers*, Dan converted this multi-player sports game to a version for the Apple II environment and offered it to Strategic Simulations, Inc. (SSI). They published it in 1979 and sold approximately 30,000 copies (which was an impressive number in those days).

Next on his agenda was *Cartels and Cutthroats*, yet another multi-player game. Dan and his brother Bill had taken a course at the University of Little Rock that had used a business simulator to demonstrate to the students the "American way" of doing business. The brothers Bunten seized upon this as a great game idea for the Apple computer and commenced work on it.

## From Wannabe to Designer

By this time, Dan knew that he wanted to be a full-time computer game designer. Getting there was the problem. His job at City Hall began playing second fiddle to his vocation of producing computer games, despite the fact that the job was putting bread on the table. His love for games offered much in terms of satisfaction, but little in the way of compensation (some things never change for wannabe game designers).

When *Cartels and Cutthroats* began to eat into his paying-job time, Dan even resorted to the tried and true "There's a dead relative and I'm the executor of his will" excuse to leave work for the two weeks necessary to finish the game. It was completed and released in 1981, again by Strategic Simulations, but this time published as an Ozark Softscape product.

Reaching for that "little kid" inside all of us, Dan wanted to do a "Toy Soldiers in the Dirt" type of strategy game next. By cooking up Ozark's first real-time multi-player interface, *Cytron Masters* was made possible, and was produced. The game as released in 1982 by Strategic Simulations. Its success only encouraged Dan to think more seriously about making the jump from part-time to full-time game designer.

Meanwhile, back at City Hall, Dan's bogus excuses were exposed and the excrement hit the rotary air circulator. Faced with a choice between dismissal or resignation, Dan chose to resign. Jobless, he cast about Little Rock for another engineer's job, certain that, despite his love for developing games, it could never provide more than an insignificant income.

## The Standard "Rich and Famous" Contract

Now the scene shifts to the West Coast. Trip Hawkins, who was putting together his up-and-coming software publishing company, Electronic Arts (EA), had fallen in love with *Cartels and Cutthroats*. Despite the rather low sales figures, he got in touch with Dan and Bill and offered them an enormous advance (by the standards of the time) for a new game. Bug-eyed and tongue-tied, the Bunten brothers quickly agreed to work for EA.

Interestingly, when Electronic Arts was still in its early years, the company would have semiannual brainstorming sessions off-site at Pojaro Dunes. According to early EA

employees, *Cartels and Cutthroats* was President and CEO Trip Hawkins' favorite game at the time, and he set up a bank of Apple II computers in order for the entire company to play it in tournaments. So, when Trip originally signed Ozark, what he really had in mind was a remake of *Cartels and Cutthroats* for the Atari 800. For that time, the Atari was an amazing piece of hardware with great graphic capabilities, and Dan was excited about getting away from the usual text-based programs and into a graphical interface. However, a remake of *Cartels and Cutthroats* was not on Dan's agenda. When asked later about his first EA game project, Dan replied, "We made *M.U.L.E.* for ourselves to play."

The newly bankrolled Ozark Softscape hired two new faces, Alan Watson and Jim Rushing, while commencing work on *M.U.L.E.*. When Trip got a look at this, "the new version of *Cartels and Cutthroats*" he'd been talking about, he kept his cool. Instead of being upset, he simply encouraged the Ozark team to "keep doing what you're doing." Electronic Arts published and released the now-venerable classic *M.U.L.E.* in 1983. Today it has the dubious honor of being one of the most pirated games in history.

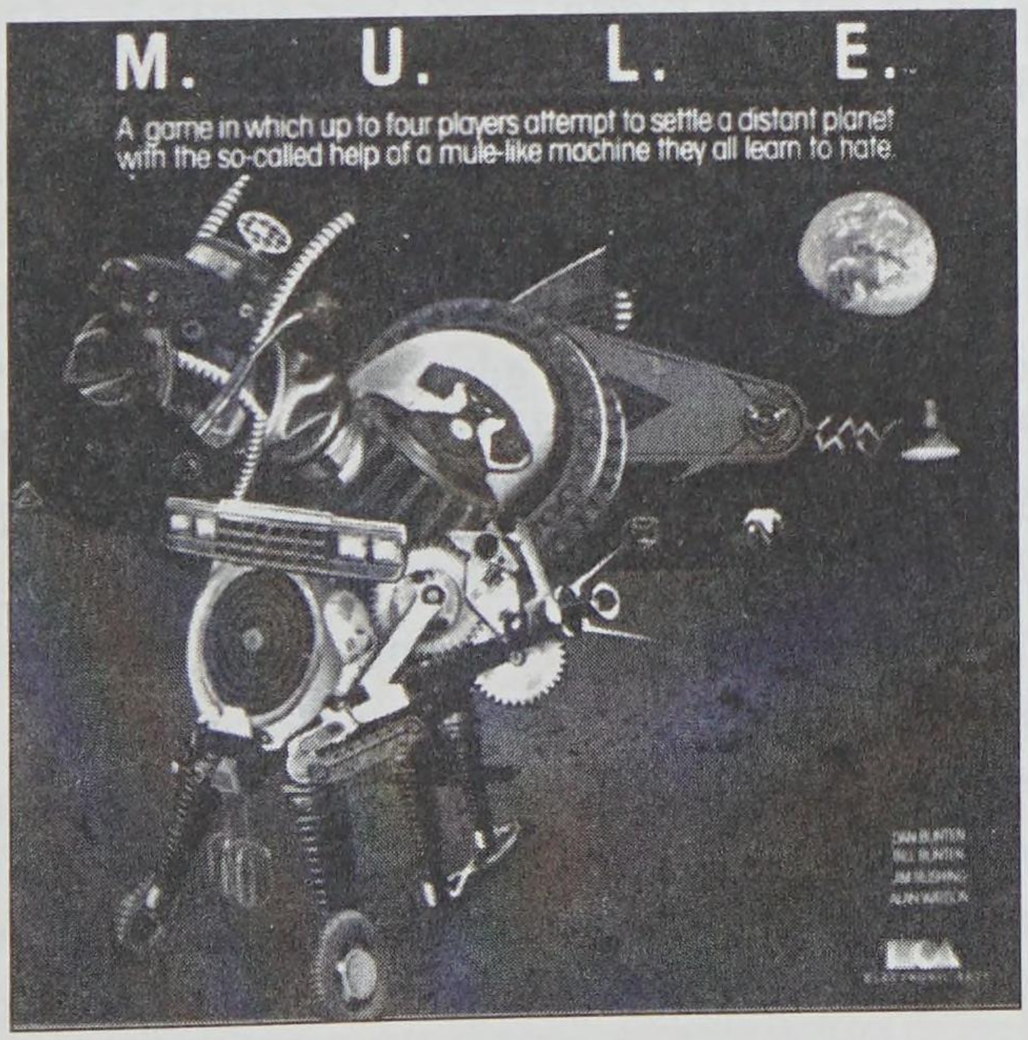



**Figure 18.1** M.U.L.E.

Next, Ozark created *Seven Cities of Gold*, Dan's first venture into the solo-play market. An adventure/discovery game that put the player into a conquistador's role, it was extraordinarily successful. *Seven Cities of Gold* sold more copies than all of Ozark's other products put together. Dan, who has a passion for multi-player games, was asked for his opinion concerning the success of *Seven Cities* versus that of multi-player games. He replied, "I've decided that hits are just flukes."

With the enormous success of *Seven Cities* (which will be enhanced and re-released at the end of 1992 to commemorate the 500th anniversary of the discovery of America by Christopher Columbus), EA asked Dan to do a sequel. Ozark responded with *Heart of Africa* in 1985. Though not as commercially successful as *Seven Cities*, *Heart of Africa* was noted for breaking ground with its new player interface.

## Solo Games Go on the Shelf

Despite the success of its solo-player games, Ozark returned to its love of multi-player games for its next project, the 1986 *Robot Rascals*. Shooting for a "cross-gender, cross-generational game," Ozark developed this multi-player, family-style computer scavenger hunt to be easily understood and played by every member of the family, whatever their age. Though *Robot Rascals* was not a tremendous commercial success, it had some interesting features. Bunten wanted to get away from the logjam in front of the computer that seemed inevitable whenever more than one player was gathered around the monitor. Also, he wanted to avoid the dead time whenever players were waiting for their turn. So

Dan added playing cards that essentially extended the interface away from the computer and out among the players.

Next up for Ozark was a turning-point product, *Modem Wars*. When asked later why he made this game, Dan commented, "We wanted to do *Cytron Masters* right." (Ironically, when asked at a later date about *Command HQ*, Dan said, "We wanted to do *Modem Wars* right." Hmmm.) *Modem Wars* is a two-player wargame, which Ozark aimed at the "modem-connected, fast-paced strategy game audience" that they saw emerging. Published by EA in 1988, it delivered an abstract, funky type of wargaming experience. While not a tremendous commercial success, *Modem Wars* has retained a core of cult followers to this day.

The next step up for Ozark, according to Dan, was to "carry *Modem Wars* to the strategic level of the entire world." Thus was germinated the idea for *Command HQ*, which would be more of a "real wargame." By this time, Ozark had found a new publisher: MicroPlay, the "out-of-house" design label of MicroProse. When it was released in late 1990, *Command HQ* was MicroProse's splashy entry into the world of modem gaming. Both this move and the game were well received by the press and the public.

*Command HQ* (which was programmed, developed, and designed by Dan, his brother Bill Bunten, and Alan Watson), pioneered a unique, easy-to-use, point-and-click interface for wargames. This was an exciting time because, as the game quickly caught on, it spawned several *CHQ* tournaments and a large group of intensely loyal fans. A large and growing cult was springing up around Ozark Software's games. Propelled by *CHQ*'s success, coupled with a desire to do a similar game involving more economics, discovery, and random features, Dan decided on the shape of his next project with little hesitation. It would be a *four*-player, conquer-the-world, discovery game that used a *CHQ*-style interface.

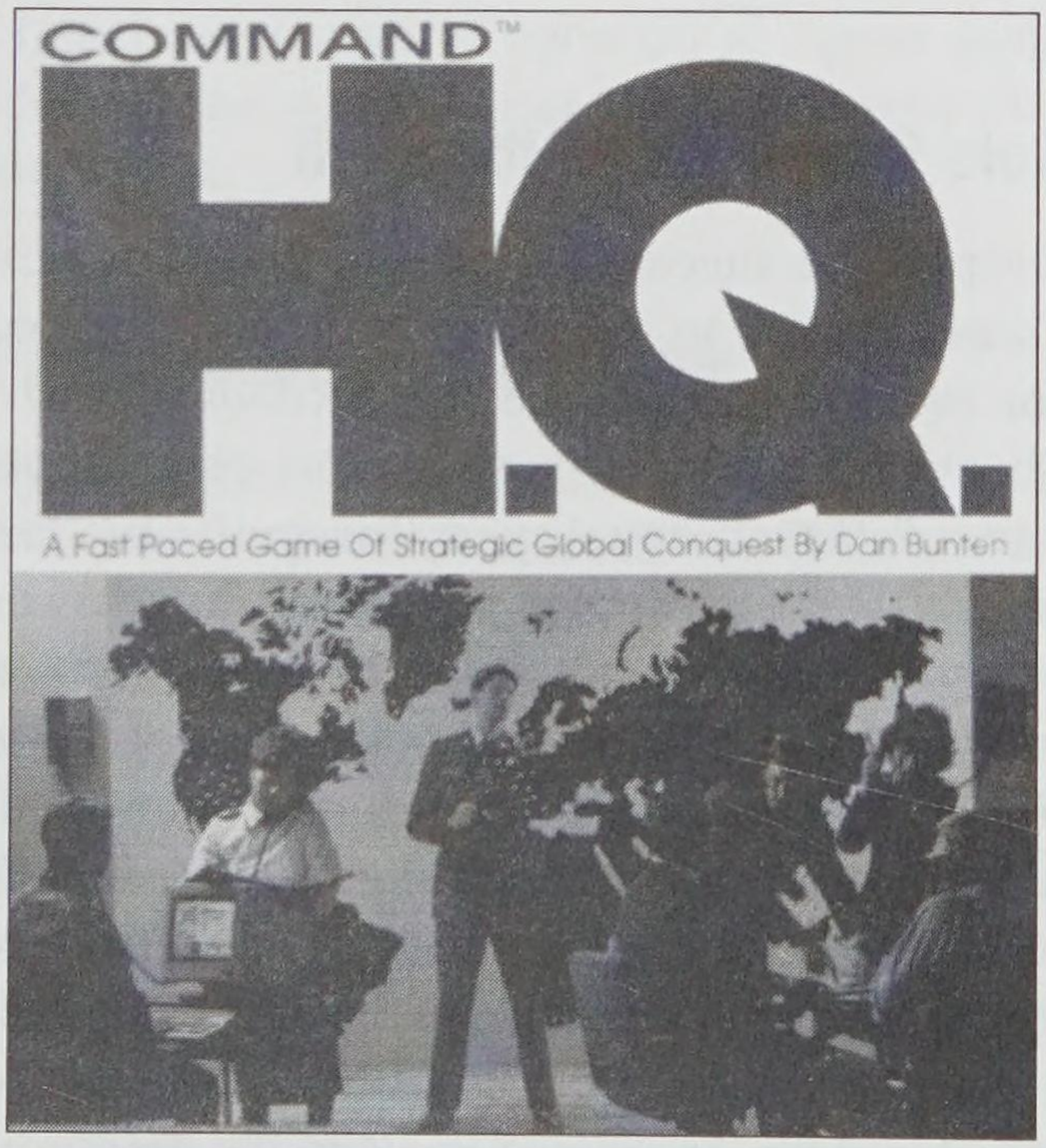



**Figure 18.2** Command HQ

## NEW GLOBALS TO CONQUEST

In fact, Dan perceived this game originally as "*Command HQ* meets *Seven Cities of Gold* meets *M.U.L.E.*," with a merging of the features that he most enjoyed from each of them. He even intended to play up the science fiction aspect, and pitched the game to MicroProse with the title *Alien Conquest*. In the end, though, the laser blasters turned out to be not so hot and the hovertanks didn't really fly because "they muddied up the design." The game's working title had evolved to *Strategy I* by the time it became clear that the science fiction element wasn't completely working. The game started to grow longer roots, into a more standard strategy/wargaming reality.

## A World of Troubles

In the euphoria of the moment, when he decided that this game would be his next project, Dan probably had no idea that his problems would begin almost immediately. There is a common myth that producing computer games is nothing but fun and—well, games. In the specific case of *Global Conquest*, the creation process was filled with frustration, compounded with pressure, then multiplied by technical problems. The game project that began with such high hopes and so much joy began to endure one brutal setback after another.

Arguably, a designer as experienced as Dan should have known better, but hope springs eternal (even for veteran computer game designers). Which brings us to the first months of 1991. By this time, Jim Rushing and Alan Watson had left Ozark for positions elsewhere. Dan placed an ad in the *Arkansas Gazette* and, after several interviews, hired JD Robinson of Little Rock as Ozark's new "sergeant-at-arms" programmer.

At the same time, Dan began accepting bids from artists who could do the highly skilled work of producing the graphic art for *Global Conquest*. After mulling over several bids, Dan chose a Little Rock-based artist, whose rate was the cheapest. Impressed with the demo that he received, Dan picked this artist because "he was local. I wanted our artist to have close contact with what we were doing and where we were going." The fact was, however, that Dan had just made one of his worst decisions regarding *Global Conquest*.

## World-Building for Programmers

The next several months saw different, exciting challenges to both programmers. JD's main task at this time was creating the random world generator; Dan focused his attention on the units to be used in *Global Conquest*.

JD's labors resulted in code that produced a random world of 30,000 terrain squares (of 64 different types, mind you!) in just a few seconds. Compared to the several minutes *Seven Cities of Gold* took to produce a world with 8,000 terrain blocks, JD's faster code was phenomenal.

At the same time, Dan decided to populate the *Global Conquest* environment with virtually the same units that Ozark had used for *Command HQ*. His reasoning was that "they're so 'intuitive' to most of us. Everyone has notions of what each unit type *should* do in relation to the others, and that makes learning the game a much simpler proposition." Dan, however, did add the spies and Comcens of *Modem Wars* into the stew, two unit types that he dearly loves. (If you ever play Dan, beware! He's crazy about inundating other players with spies!)

Once the units were in place, Dan worked on their movement orders and quickly discovered that some of the *CHQ* functions simply could not be transferred over to *Global Conquest*. Most notably, the naval units could not be made to follow normal sea lanes as they had in *CHQ*, primarily because the *Global Conquest* environment used a different world for each and every game. Computing what would be "normal sea lanes" for any given planet proved to be, at best, excruciatingly slow. Undaunted (or perhaps just challenged), Dan successfully completed the "normal sea lanes" programming task but, after solving the problem, he discovered that the "click unit—click destination" interface was really not very compatible with the "discover the world" aspects of *Global Conquest* he wanted; it simply took all the fun out. So, after the first of a series of long struggles and debates (and after wasting a lot of valuable time), it was decided that the

players should be able to set their own unit paths, complete with way points. This brought up the "intermediate destination" solution, a system that would allow the players to set up to three destinations per unit.

Next, Dan took on a few other unit considerations. What would land units do when they entered water? Can we offer a "patrol order"? How about "beachheads"? Can we give a player the option to set unit "postures"? Dan took on all these questions at once, borrowing heavily from the "Unit menus" in *Modem Wars*. This created the flexibility he wanted without destroying the simple interface he had envisioned.

## Ninety-five Percent Perspiration

Naturally, another problem surfaced. How would Dan handle a group of units without getting into the "form a group," "give a group command," and "disband from group" mess? To offer a group-move element to players would seriously detract from the elegant point-and-click interface that he had achieved. Conversely, to leave it out would be to rob the player of a necessary element of fast, efficient play.

This is pure speculation, but perhaps one day Dan found himself staring vacantly at the telephone while he turned this problem over in his mind, because the solution he developed he described as "kind of like redial on a phone." Thus was the Repeat command born. It had the simplicity he demanded, as well as the power to make groups of units obey a single command, telling units to "do what I told the last guy to do."

Things were going pretty well for Dan at this time. He was creating elegant solutions to complex problems (the type of thing that programmers and game designers love). However, there were more difficulties ahead. The graphic artist had produced some unit icons, but they were pitiful, even by Dan's fairly generous standards. Convinced that he could coax a better product out of the artist, Dan said little to discourage him, instead waiting to see whether better things would come from him down the road. Besides, at about this time, the next round of "big nasty jobs" for *Global Conquest* was beginning: the economic system and the turn structuring.

The economic system took considerable thought and planning. Dan and JD wanted a simple concept that was easily implemented *and* powerful enough to offer challenges while holding the player's interest. Finally, Dan settled on the tried and true system in which cities build units and units take different lengths of time to complete. He liked the simplicity of it, even though it wasn't innovative. Dan then added:

- A variable "city production speed" to make the environment more random.
- Variable unit costs to allow for easy handicapping of players.
- Resources that gave a small amount of income to the nearest city or could be made "necessary" in certain games.
- An exploitation option so that players could change the economic landscape of the world, rather than just be "victims of chance."
- Support costs for units, "in order to ensure that players could never reach the unit limits. (I got beat up pretty bad [justifiably, I guess] about the 'too many units' error in *CHQ*.)"*

The next big job was the turn-structuring system. Dan felt that "a modified turn system would actually be a good idea for this product. The intense, frantic [real-time] activity that *Command HQ* required during some stages of

the battle really turned some people off." Still, Dan felt that the traditional "I go, you go" turn system would be very boring for a number of different reasons. Instead, he envisioned the present "punctuated real-time system," which would pause to allow the players to give their orders, then resume after a short span of time. The pause, which evolved into the Execution Phase of *Global Conquest*, could be varied according to circumstances or changed to suit the player's tastes.

## Where's the Game?

By this time, over 6 months of work had gone into *Global Conquest* and Ozark was still not ready to begin playtesting it. The random events and diplomacy features were still just a gleam in Daddy-Dan's eyes (and these were features that he very much wanted). On the graphics front, the artist seemed to be dragging his feet and his work continued to be unacceptable. It was beginning to be clear that something would have to be done soon about the graphic art.

Dan began feeling the pressure of time. He had planned to begin playtesting in September 1991, but November arrived and there was still too much to do before the playtesting stage could begin.

Then major bugs began cropping up in the multi-computer interface—bugs without any apparent remedy. To Dan, who already felt the time slipping through his fingers, the persistent "out-of-sync" problems seemed magnified in their consequences. There were just too many tasks ahead to have this entire game brought to a standstill by these problems!

Faced with all these difficulties, Dan did what all humans do when faced with seemingly insurmountable problems: he decided to quit. With over six months invested in *Global Conquest*, the confidence with which he had started working on the game had faded into gloom and self-doubt. Surrounded by a sea of troubles and with no real conviction that what he was doing would ultimately be successful, he let it be known to anyone who would listen that *Global Conquest*, his crowning achievement, would also be his swan song. When this game was completed, he swore, he'd wash his hands of the whole business, walk away, and never look back.

Knowing that this would be his last project made Dan more determined than ever to complete it. Thus he began to attack the many stubborn bugs with a new vengeance. There's a certain pride that goes with wanting to leave the best legacy possible and Dan found it. Soon the bugs were nothing but unpleasant memories.

Next Dan tackled the unsavory graphics situation. After some discussion with JD, the two decided to improve the look of *Global Conquest* by increasing the screen resolution to 640 x 350 pixels. "It's amazing how much better the same iconic style of graphics looks with four times as many pixels," Dan quipped. Still, the February 1, 1992, deadline was rushing at him all too quickly.

## Crunch Time

To make the most of the little time remaining, JD moved his equipment into the Ozark's "office" (the two large rooms at the back of Dan's house) so that he and Dan could communicate faster. Then Dan proposed that Scott Osborn, the "finance guy" and instruction manual writer, join them. (Perhaps you can tell from the manual's style that the three lads consumed a lot of fast food during this time.) The synergy created by this arrangement allowed more time to actually playtest the game

and, gradually, with each game played, Dan's confidence in his work returned to its original level. He was having fun again.

However, Dan was still dissatisfied with the work being produced by the local artist, and by his slow pace. Forced into a situation he couldn't tolerate, Dan finally did what he had to do. Donning his boss-man hat, he sacked the artist. Dan then quickly replaced him with Peter and Caitlin Mitchell-Dayton, who did an outstanding job in a very short time.

"Crunch mode" was now in full swing. The work went on from 7 AM to 11 PM, 7 days a week. The playtesters were then brought into the process *en masse* and the communication gap between developer and tester shrank to microscopic size as reports flowed in almost hourly.

Initially, the turn-based system brought the most negative comments. Many of the playtesters were new *Command HQ* converts, who loved the real-time play and thought that the move to the quasi-turn-based system was a mistake. However, experience proved that the majority of the playtesters, once they had gained some experience with the game, came to like the flow of its "Planning Phase, Execution Phase" system.

The playtesters did more than just playtest, however. They offered a barrage of ideas and suggestions as to what they would like in a strategy game and Dan was not foolish enough to ignore them. The Airplane menu, the Burb menu, the Icon Editor, and a host of other features came to *Global Conquest* from the playtesters' constant suggestions.

But time was flying. February 1, 1992, arrived in Little Rock. Too soon, as far as Ozark Softscape was concerned. Fortunately, MicroProse, realizing that they were about to get their hands on a good product, granted a brief time extension and "crunch mode" continued. During this reprieve, Dan successfully developed the four-player overlay (a.k.a. Special Driver 1) for *Global Conquest*. When the first four-player game of *Global Conquest* was actually played in the office, the enthusiasm that filled the air was the kind of open jubilation that is normally seen only in happy, excited children. The joy of the moment was indescribable.

Finally, *Global Conquest* was ready for release. After months of hard work, pressure, and frustration, it was "leaving home." Dan and JD took a much-needed vacation, then returned to the office to take stock of what had been done. It was concluded that a LAN (Local Area Network) driver for *Global Conquest* would be "cool," as well as a map editor, so work began on these projects. However, the pace was slower now, punctuated with "*Conquest* breaks" that embroiled anyone present in the office. Some bugs were reported in the just-released Version 1 of the game; these were fixed even as new features were being added. Version 2 of *Global Conquest*, it was decided, would include everything that time pressures had prevented from being included the first time. All of these have been brought to you on the disk included with this book.

As for Dan, he shows no signs of "quitting the biz." In fact, he's dragged out his old Atari 800 and, on occasion, insists that everyone present play a game of *M.U.L.E.*. When asked about his plans for the future, he intimates that he's thinking about doing a remake of this old Ozark classic.

## TWO MORE FROM OZARK SOFTSCAPE

Of course, Dan ("Fearless Leader") Bunten is the hero of our story, but every great actor knows that his role is strengthened by those in the supporting roles. In the case of the

production of *Global Conquest*, the support cast included Dan's dynamic duo, JD Robinson and Scott Osborn. Here are their stories.

## JD Straight Up

JD's full name is John David Robinson. He started calling himself JD (*sans* periods) several years ago because John was too plain and John David simply had too many syllables. He was born in Monticello, Arkansas—not because he wanted to be, but because that's where his parents were residing back in 1967. If the good people of Monticello had a sense of humor, they would give JD a plaque for being the oddest thing to come out of Drew County since Lem White's potato shaped like Eisenhower. Such are the big-news headlines in Arkansas, folks.

JD has been a computer professional for 10 years or so, even though there's not a "professional" bone in his self-described "sleek, Adonis-like" body. He had a wide variety of experience with personal computer software development before he (quite by accident) hooked up with Dan Bunten in the fall of 1990. *Accident*, in this context, means *rare good fortune*. It wasn't as if they just ran into each other in the park one day. This is what *really* happened:

JD's wife, Morgan, was scouring the Sunday classifieds looking for job openings. JD, who was helping her, ran across an ad Dan had placed, which read: "Work in Your Home Writing MS-DOS Computer Games." Slyly concealing the ad from his wife, he called Dan the next week and soon secured the enviable position of Other Programmer for Ozark Softscape.

JD has a degree in Literature and Writing from the University of Arkansas at Little Rock. Though he wanted to be an architect as far back as he can remember, his career placement tests said he should be a chemist. Naturally, then, since he loved writing enough to have a degree in it, JD ended up programming computers (and writing non sequiturs in his biography).

Morgan, JD's aforementioned wife, one of the major reasons JD describes his life as "so cool." They have no children, dogs, or plants, but they do have a cat named Ringo who falls asleep on his back and likes to eat green beans.

## Scott: Osborn or Oz Born?

Scott Osborn was born and raised in Jonesboro, Arkansas. Despite that handicap, he still managed to receive a bachelor's degree in psychology from Hendrix College in 1982. It was here that he first developed his reputation as a "recreation specialist," receiving such accolades as "Are you going to sit there and play games all day?" and "It's a nice day. Why don't you go outside?"

Opting to make the best use of his degree, Scott spent the next five years waiting on tables at various restaurants in Little Rock and working part-time at a local radio station, where he failed to become a local celebrity.

Finally he was offered a job in the pest control industry. It was here that he discovered a love for squashing aggravating but helpless insects. Meanwhile, he attended night classes to become an accountant, certain that this career would launch him on the path to fame, fortune, and a fast-paced, globe-hopping lifestyle full of beautiful people. Little is remembered, however, of what Scott thought of this decision after he sobered up.

In November of 1991, Scott actually took the CPA exam, but he was still dissatisfied. When he reminisced about the joys of bug-squashing that he'd discovered during his days in pest control, he made the quantum leap in logic to the joys that a career in computers might

offer him. More and more, he found himself drawn in by the siren call of keyboard and mouse, feeling empty inside unless larger and larger doses of monitor glow were being ingested.

Initially, he learned how to play great games. Wanting more, he taught himself how to program. Then, one red-letter day, he met Dan Bunten. Dan needed someone to program an icon editor and Scott needed something to program. They struck up a deal and Scott went to work for Ozark Softscape.

So, in January 1992, Scott programmed the Icon Editor for *Global Conquest* and then began working on the *Instruction Manual*. Many feel that Scott should have quit while he was ahead. In any case, by February 1, 1992, Scott and Dan had finished the documentation (to mixed reviews).

In February 1992, Scott got his results back from the CPA exam. Having passed only half the test, he realized that computers were his calling, *not* the fame and fortune that might have been his in the accounting field. However, he reluctantly resubmitted his application for the May 1992 CPA exam. After spending three years of his life in accounting courses, he was bound and determined that "someone is gonna *pay*!" He took the exam again and, as of this writing, is still awaiting the results.

Meanwhile, Dan offered Scott a part-time position with Ozark Softscape, which Scott immediately accepted. About that same time, an individual investor approached Scott with the idea of programming accounting software applications. Thus, Scott hung up his insecticide can for a faster-paced bug-hunting career in computers.

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* These quotes are taken from an article by Dan entitled "The Joys of a Multi-Player Environment," published in the April 1992 issue of *The Journal of Computer Game Design*, Vol. 5, No. 4.

# 19

# Afterword

*It is an occupational hazard of historians to think that everything that happened was inevitable and everything that did not happen was impossible.*

*—Henry Kissinger*

This chapter goes over a grab-bag of odds and ends included for the sake of completeness in discussing *Global Conquest*. As this book evolved, more and more things about the game kept cropping up that were difficult to neatly categorize. Moreover, *Global Conquest* itself was evolving from Version 1 to Version 2, included with this book. Every chapter was constantly being revised during the writing process to keep up with the changes in the game. These changes are also summarized in this chapter.

Throughout this book, references have been made to the game's artificial intelligence, known as Ned. Here, in this chapter, all of Ned's cheats and limitations are laid out in a single place. Other bits of *Global Conquest* trivia and commonly asked questions have also been swept into this chapter of *The Official Guide to Global Conquest*.

## CHANGES BETWEEN VERSION 1 AND 2 (AS OF JUNE 30, 1992)

Right from the start, you'll notice a new "splash" screen with a brighter-looking word *Conquest* in giant letters. If you look *very* closely, you'll see that a *II* has been added inside the *Q* of *Conquest*. It is dark blue on black, so you'll really have to crank up your monitor's brightness to see it.

Behind the new screen, all known bugs in the original version have been addressed and many new features have been added. When you

installed the disk included with this book, the following files were updated:

GC.EXE (Version 2 of the main game program)

HTERRAIN.PIC (the main art file)

M-GAME.PIC (the play options menu)

OSCR.PIC (the aforementioned opening screen)

DRIVER1.OVL (an improved "host" overlay for Special Driver 1)

SERIAL.OVL (a new two-player game overlay)

TUTORIAL.SVG (the tutorial game from the manual)

In addition to those updates, the following new files were added to your main *Conquest* directory:

MAKEAMAP.EXE (the main Map Maker program)

MAPOPEN.PIC (the Map Maker opening screen)

BRUSHES.PIC (the Map Maker tools)

REGISTER.TXT (registration letter for Map Maker shareware)

BOATWRLD.MAP (the Boat World map, size large)

EVEN-UP.MAP (the Even Up map, size small)

HELLWRLD.MAP (the Hell World map, size medium)

ISLES.MAP (the Isles map, size small)

!ABOMB.ICO (a mushroom cloud)

!AK-47.ICO (a trio of assault rifles)

!ALIEN.ICO (an alien head)

!AMBERA.ICO (Amber Array's icon)

!ARMS.ICO (a coat of arms)

!AXE.ICO (a double-bitted axe)

!BABE.ICO (a woman)

!BLUDFNT.ICO (a fountain of blood)

!BOLT.ICO (lightning bolt from cloud)

!BULLHED.ICO (a bull's head)

!BUNNY.ICO (icon for the terminally peaceful)

!CACTUS.ICO (a drunken cactus)

!CANNON.ICO (a cannon)

!CARRIER.ICO (front view of carrier)

!CHAOS.ICO (eight arrows of chaos)

!CRUSADR.ICO (a crusader's shield)

!CRUSH.ICO (Reach Out and Crush Someone)

!CRUSHER.ICO (mailed fist)

!CTYFIRE.ICO (a city on fire)

!CYANC.ICO (Cyan Circle's icon)

!DAGGER.ICO (a dagger)

!DEATH.ICO (death's-head)

!DIAMOND.ICO (a simple diamond)

!DIE_PIG.ICO (a happy slogan)

!DRAGON.ICO (draconic emblem)

!EARTH.ICO (the planet Earth)

!EMPIRE.ICO (imperial insignia)

!FASCES.ICO (Fascist emblem)

!FIREPOT.ICO (a firepot)

!FRANCE.ICO (France's flag)

!FUZZY.ICO (Klingon insignia)

!GBLCNQ.ICO (GC as an icon)

!GRAIL.ICO (Holy Grail)

!GREAT.ICO (flaming skull)

!GREEK.ICO (a Greek urn)

!GUILLOT.ICO (a guillotine)

!HAMSIKL.ICO (Soviet flag)

!HOTDOG.ICO (a hot dog)

!ISRAEL.ICO (Israeli flag)
!ITALY.ICO (Italian flag)
!JAPAN.ICO (Japanese flag)
!KACHINA.ICO (a kachina doll)
!KEEP.ICO (a fortress keep)
!MACE.ICO (a mace)
!MAGENTA.ICO (Magenta Mob's icon)
!MITYMSE.ICO (The Mighty Mouse)
!MOON.ICO (mooning)
!MSTAR.ICO (Morning Star weapon)
!NAYH.ICO (obnoxious face)
!NAZI.ICO (Nazi flag)
!NOPEACE.ICO (negated peace symbol)
!NORDEK.ICO (barbarian bad guy)
!NO_QUIT.ICO (a great sword)
!OCHREO.ICO (Ochre Order's icon)
!PIRATE.ICO (skull and crossbones)
!PUMP.ICO (jack o'lantern)
!RCHINA.ICO (PRC flag)
!REBEL.ICO (Confederate flag)
!RIP.ICO (tombstone)
!ROMULAN.ICO (bird of prey)
!ROGER.ICO (stabbed in the back)
!SIERRAS.ICO (mountain view)
!SINCITY.ICO (night view of Vegas)
!SNOWFLK.ICO (a snowflake pattern)
!SPIRAL.ICO (a hypnotic pattern)
!SS-LOGO.ICO (lightning SS)
!STARFLT.ICO (Star Fleet insignia)
!STEALTH.ICO (F117 stealth fighter)
!SWORDS.ICO (crossed swords)
!SUN-TZU.ICO (Art of War author)
!THOLIAN.ICO (Tholian insignia?)
!TWINTWR.ICO (twin towers)
!UK.ICO (British flag)
!UNATION.ICO (United Nations flag)
!UNCLE.ICO (Man from U.N.C.L.E. insignia)
!USAFLAG.ICO (American flag)
!VOLCANO.ICO (volcano)
!WAVE.ICO (tidal wave)
!WW2ITAL.ICO (WWII Italian flag)
!YULAR.ICO (sword through a ring)

And these files were added to your *Conquest* directory's Save subdirectory:

ALAGAM.SCO (Alan's Game scenario)
BOAWOR.SCO (Boat World scenario)
BLOBOWI.SCO (Blood Bowl I scenario)
BLOBOWII.SCO (Blood Bowl II scenario)
EVEUPFIG.SCO (Even Up Fight scenario)
FIRTRY.SCO (First Try scenario)
HELWOR01.SCO (Hell World scenario)
ISLCAM.SCO (Isles Campaign scenario)
MONMAT.SCO (Money Matters scenario)
MONMAT0.SCO (Money Really Matters scenario)
NEXGAM.SCO (Next Game scenario)
NEXGAM0.SCO (Next Game - T scenario)
VICCAM.SCO (Vicious Campaign scenario)
BOOKFLM1.REP (Book Film #1, showing tactics, tips, and techniques from Chapter 10)
BOOKFLM2.REP (Book Film #2, which emphasizes naval tactics, tips, and techniques from Chapter 10)
BOOKFLM3.REP (Book Film #3, which is a longer game, featuring even more tactics, tips, and techniques from Chapter 10)

Also, you'll need to create a file called CONQUEST.DIR in your main *Conquest*

directory if you wish to use the new Dialing Directory feature (which is fully explained in Chapter 17).

## Bug Fixes

Here is a list of most of the major bugs in Version 1 that have been hunted down and killed:

- The probable crash during 60+ turn length games is fixed.
- The unloadable saved games after 60+ turns or so were played is fixed.
- Unit "no-support" attrition has been reset from a 63-point floor to the 10-point floor described in the manual.
- The game no longer freezes up when the mouse moves too fast.
- The worth of economic objectives in the economic scoring condition has been corrected from 1 point each to their buck production value.
- The game no longer freezes up during a random event card flip.
- "Free" units (from native defectors and conquered opponents, and at the start in your home metroplex) having no support are now assigned to the nearest burb.
- The Update Window, which, during multi-player games on a single computer, used to keep displaying telltale information about the previous player, now "blanks out" to solid blue.
- The resetting of the Turn Counter by the Time Warp, which ruined game films and forgot where the alliances were at that time, has been corrected.
- Special Driver 1 now allows the host computer to send and receive modem calls.

## New Game Type Option

A fourth visibility option is available in custom scenarios, called "*CHQ*-Style." This mimics the map and unit visibility of *Command HQ*. This means that everyone can see the map, but units must still be scanned. The Terrain button (or F3) provides a wealth of geographic information under this option.

## Giving Carriers More Oomph

The firing range of carriers has been increased from four to six squares (equal to its scanning range). The range for Comcens attacking carriers has been increased to six as well.

## Undiscovered Terrain Dots

A new airplane mission has been added, called Orbital Recon. This feature puts dots on "undiscovered" ocean squares, just as in the films when seen from a player's perspective.

A plane flying an Orbital Recon mission must be envisioned as launching from the Comcen into a low geosynchronous orbit and getting vital geographic information to (while sucking energy from) that Comcen via a "tether." This lifeline also keeps the plane from drifting out into space.

Consequently, an Orbital Recon mission has several restrictions:

- It must be flown by a plane based on your Comcen.
- The other players can follow the huge tether in the sky back down to the planet like a giant rainbow. Therefore, your Comcen is revealed to all players while supporting an orbital recon mission.
- The energy drain from keeping the plane in orbit causes a strength point loss to the

Comcen at the rate of 3 points *per round* that the plane is in orbit (that is, 24 points per turn). Thus, not only will other players know where your Comcen is, they'll know it's "bleeding," too.

- The mission ends safely *only* (and automatically) when your Comcen finally drops to a strength of 30. If your Comcen doesn't have more than 30 points, an Orbital Recon mission may not be launched.
- The plane will be unavailable for three turns from the time of takeoff, regardless of the mission's duration.
- While the plane is in orbit, your Comcen *must not be given new movement orders*. If you set any new movement destination for your Comcen, the tether is broken, the Orbital Recon "map dot" data will immediately be lost, and your plane will die (drifting into space, lost forever).

What this means in practical terms is that if your Comcen is at 100 points at the start of an orbital recon mission, it must stay put (or follow its last movement order received before launching the mission) for three full turns while it is slowly reduced down to 30 strength points. Needless to say, you should only use this mission when your need is dire or your Comcen is very, very safe.

## Transferring Bucks to Other Players

You can bribe other players. Giving them money works the same as transferring bucks on the Burb menu, except that the money must first come from your treasury and you click on the player's quadrant in the Icon Corner. The Burb menu now reveals how many bucks are in each player's treasury, which is shown in the Icon Corner.

## Improving Teammates' Positions

An extra incentive has been added to the "Teammates" level of play, dubbed *Knockout Insurance*. If you're teammates with someone who gets knocked out, you get *all* of their units and burbs, not just your apportioned number.

## Random Event Card Changes

- Economic Upturn and Economic Downturn now last only five turns each (previously permanent).
- Diplomacy Disrupted no longer cancels all treaties, but imposes random levels of treaties for five turns.
- The Plague reduces units in burbs to one strength point.
- Space Pirates not only take saved money from burbs, but also reset all units' production levels to their full value.
- Time Warps only reset the *game* not the *Turn Counter*, to where it was five turns ago.
- Volcanoes have been removed.

## Adding a Dialing Directory

A rudimentary Dialing Directory has been added to both the point-to-point and the host-mode serial overlays. It merely holds telephone numbers in a CONQUEST.DIR text file (which you need to create), and is explained in Chapter 17.

## Two New Hotkeys

These are: [E] for Exploit and [O] for Orbital Recon.

## RANDOM UNIT SELECTION

Two important concepts in *Global Conquest* are those of *random unit order* and *random unit selection*. Each turn, every non-airplane unit is assigned a random number, different from those of all the other units. During each Execution Phase, units move and fire each pulse in sequential order based on their random position numbers for that turn.

So it is, too, when a burb must decide which units will must go unsupported that turn. If only some of a burb's units cannot be supported, the ones with the higher-priority random numbers will continue to receive support, while the others suffer "no-support" attrition. Naturally, this may affect different units that the burb is supporting on different turns.

The effect of this system is to keep players from knowing exactly which units will "get the drop on" which other units. Quite simply, it varies from turn to turn.

## ABSOLUTE UNIT LIMITS

These were discussed in Chapters 11 and 16 and are combined here for a full overview.

There can be a maximum of 200 non-air units (including natives) on the board. This is the total for *all* players, not for each player separately.

Furthermore, there is a world maximum total of 50 airplanes in the game at once. Because of the nature of attrition (as shown in the formulas presented in Chapter 10), the more airplanes a player owns, the higher his attrition rate will be for them. In this regard, on average and over time, air force sizes become a somewhat self-balancing element in *Global Conquest*.

## THE NATIVES: A PROFILE

If you really want to get a feel for the natives, you can command them. Select computer players to play all four sides and you'll be allowed to operate the natives. Native-controlled burbs do not generate any bucks, nor do they produce any units. Native units have no real artificial intelligence and, if attacked, will just sit there and take it. They merely represent an attritional element for burb conquest in the game.

Every native unit in the game will be an infantry type, with a couple of rare exceptions. The natives might receive infantry transports if a flood event changes a burb square they occupy into a dock or, possibly, if they're picking up some castoff units after a player's Comcen falls. In the latter case, those native units are assigned to the nearest native-controlled burb and will try to make their way there.

Native defenders are easiest to find by moving a spy around from native burb to native burb, which makes its scanning range for native units jump to 25 squares. While doing this, look for patterns. Lone native units in mountains and swamps are *always* guarding resources in their squares. A cluster of five native units in a plus (+) shaped pattern is usually found exclusively in the native capital of Little Rock. If any player conquers Little Rock, taking it away from the natives, half of the remaining native units still in the game instantly disappear.

## NED: HIS STRENGTHS AND WEAKNESSES

Perhaps this section's title should read *His Cheats and Limitations*. Specific aspects of Ned have been described in various sections

throughout this book. Here is a collection of all the things there are to know about your computer opponents.

## Ned's "Cheats"

- During setup, computer players will select all of their starting burbs first, leaving the human players to take turns picking among the scraps.
- Ned sees the whole board, so he doesn't need to "scout" it. Thus his ships tend to follow "undiscovered" coastlines amazingly well.
- Because Ned sees the whole board from the beginning, he'll go straight for all the resources. Yes, he sees those, too!
- Being a computer, Ned is very quick with essential airplane activities and always gets them in, even if some of his air missions are performed in the last second of a Planning Phase.
- Ned has learned a few kamikaze tricks. He will kamikaze-attack enemy Comcens at sea and close-range transports (if he's defending the capitol) if he thinks he can kill the targeted unit (even in the face of your intercepting airplanes).
- Ned's planes can attack a player on the same Planning Phase during which war is declared between them. (Human players can't do this.)
- Ned always perceives human players as more of a threat than other computer players and prefers to go after them.
- Not surprisingly, therefore, Ned finds it easier to make treaties with other computer players, particularly to gang up on humans. Ned usually does this in response to human players' forming treaties together.

## Ned's Limitations

- Most important, Ned can "cheat" only during the Planning Phase. Once the Execution Phase begins, Ned plays *Global Conquest* strictly according to Hoyle (er, Bunten).
- Ned isn't very smart about which starting burbs he picks. Sometimes they'll be clustered close to his metroplex for safety; sometimes they'll be scattered about.
- Ned still has a habit of occasionally trying to move his ships across land masses because of the complex maneuvers it takes to get through inland bays.
- Ned doesn't use docks very efficiently for loading and unloading troop transports. Instead, he tends to move land units in a straight line, even through bad terrain, and crosses bodies of water via coastal squares rather than more efficient beachheads or docks. Look for opportunities to attack him while his land units are vulnerable, either in swamps or as transports.
- Ned is not a good tactician, particularly when attacking burbs.
- Ned never conducts paradrop, Orbital Recon, burb bombing, dogfight, or air transfer missions that include an infantry unit. Because he always knows the board, he never needs to conduct reconnaissance missions, either.
- Ned only plans 10 squares of movement at a time. This slows him down a bit during flat-out transoceanic movement.
- Ned never transfers bucks out of his treasury. He can still receive the quickness bonus, but it will sit in his treasury and remain unspent throughout the game.
- Ned doesn't have the good sense to create man-made resources even when there's an

imperative need for them, when the Effects of Resources are restrictive.

- Ned always keeps his spies close to his Comcen, usually within 10 squares, as "defensive programming."
- Ned always blitzes units that are pursuing an enemy Comcen, not only giving away who will be pursuing, but forcing them to suffer occasionally unnecessary blitz attrition.
- While there *is* a method to it, Ned's diplomacy is pretty erratic.
- Ned will never become a teammate, even with another Ned.

## THE ZERO-PLAYER OPTION

You don't need *any* human players to get a game of *Global Conquest* going. Selecting a scenario to play and, upon entering the Player's Options Display, converting the one player at This Machine to a computer player will create a zero-player game. Naturally, you can still vary the computer players' ranks.

During a game played on one machine, human players can be created at any time. This is done by placing the cursor over the desired position's color in the Icon Corner window and pressing Ctrl-Alt-H. Conversely, human players can be turned into computer players at any time simply by selecting Resign from the Options menu (F10). By using these two player control switching devices, a person can hop around like crazy, taking over and abandoning all the different sides during a game—one, two, three, or even four at a time.

When using the zero-player option with the computer playing all four sides, you can see the world from the natives' point of view and can even *command their units*. There's no production available for the natives, however, so eventually you'll be overrun—but what fun you can have trying to stave off the other players! The real usefulness of this zero-player mode is to test out custom maps and scenario designs so you can get a feel for the flow and balance of play before trying it out on "live ones."

## THE ODDS AND ENDS

Well, here are the last few scraps on the cutting-room floor at the end of this book's creation. After sorting through stacks of copious notes, we've decided these items will be of use to you.

### The Uninstall Feature

*Global Conquest* must be installed by using the Install program, rather than just copying the disks to a hard drive. That is because the Install program creates a secret file, without which the game cannot be played beyond 15 turns. This secret file will be included in your main *Conquest* directory. Because of this secret file, if you decide to take *Global Conquest* off your hard disk, you must remove it by running the Uninstall program that is explained in the game's Technical Supplement.

Of course, hackers will be able to figure all this out in DOS, but normal computer users should make it easy on themselves and just use the game's Install and Uninstall programs.

### EGA Graphics Problems

Some *Global Conquest* players have had problems playing the game with their EGA-level graphics monitors. This is usually because the game does not support monitors with less than 640 x 350 resolution.

Problems with nonstandard (i.e., old) EGA cards (typically a display of many white bars on

the screen) have been reported too. If this happens, try starting the game with a /E parameter (i.e.., type in GC/E). This turns off the VGA palette manipulation calls regardless of what kind of card the game thinks you have, and has been proven to solve certain of these problems.

## The Size-of-Spies Situation

Spies, even in full-visibility scenarios where they're otherwise worthless, can always perform one special function. They can take up space. Remember, a spy in a square prevents an enemy player from using that square while the spy occupies it. This might be useful for controlling an enemy burb's vital single dock square or seizing an important square in the native capital.

In situations where you know that your spy is exposed (such as during an X-Ray Vision event, or when your spy has revealed another player's spy), that spy may be useful as a sacrificial unit in battle. By charging in close, it can absorb up to three shots from an enemy unit, allowing you to use other units to fire at the target without risking damage in return (that's the sacrificial spy's job). Spies make expensive decoys, but they *can* be used for getting in close and drawing an enemy unit's attention away from other attacking units.

# AFTERWORD TO THE AFTERWORD

*One must not judge everyone in the world by his qualities as a soldier: otherwise we would have no civilization.*

*—Erwin Rommel, to his son, c. 1943*

Well, there it is. The whole shootin' match. The best brain trust that I could assemble labored together on this book, so there's a good chance you'll find it complete, well organized, readable, and occasionally entertaining. It takes a lot of work to be so thorough and, frankly, I'm looking forward to playing some relaxing games of *Global Conquest*.

If you wish to contact me, I can be reached on-line through *Computer Gaming World* magazine on CompuServe (76703,622), GEnie (CGW), Prodigy (EXPT40B), or America Online (CGW), or through my personal accounts on Prodigy (JSGG27B) or America Online (GamingGuy). Fight the good fight, people. I'll see you in the trenches of *Global Conquest*.

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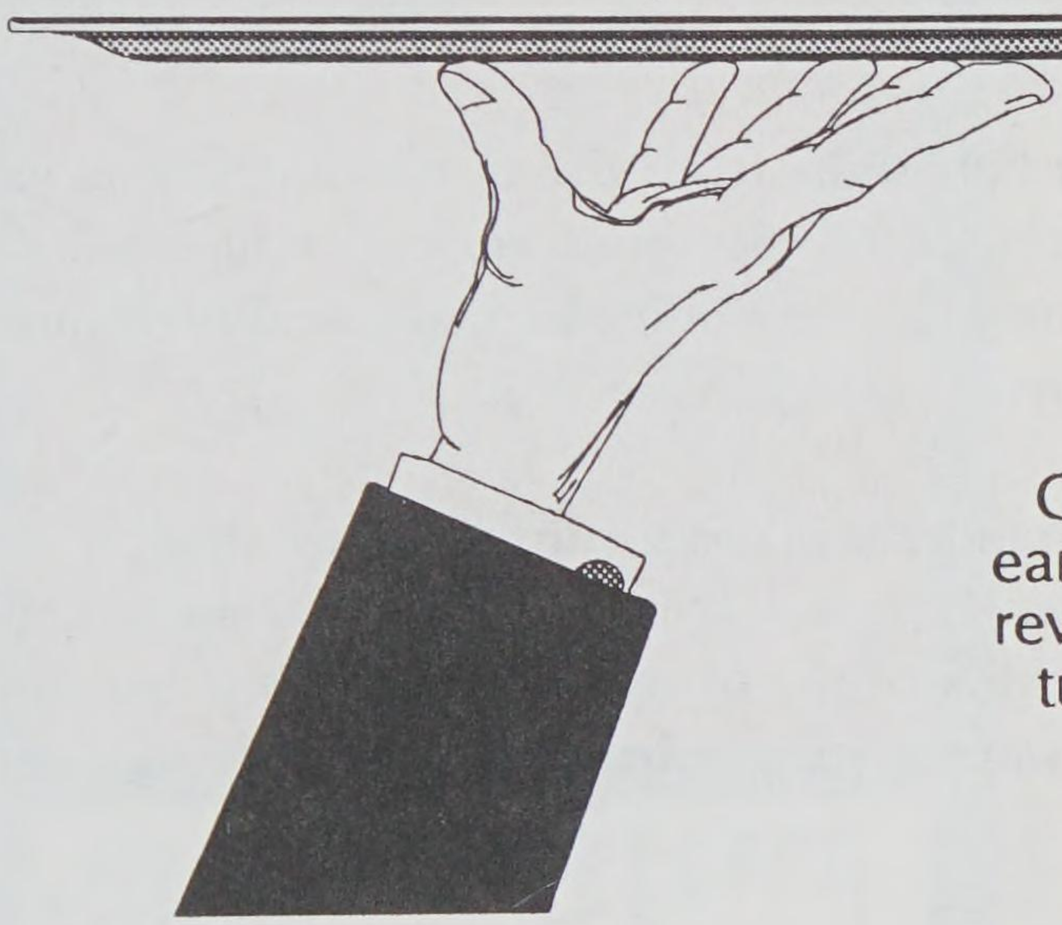

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1. Objective 2. Offensive 3. Simplicity 4. Unity of Command 5. Mass 6. Economy of Force 7. Maneuver 8. Surprise 9. Security

| | Movement Steps Added Per Round | | | Combined Intelligence Gathering Ranges | | | Standard Firing Range | Comprehensive Battle Damage v.s. Defending Unit Types | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| UNIT TYPES | Sneak | Normal | Blitz | Discover Land | Scan Units | Scan Sneaks | | Inf. | Arm. | Dug Inf. | All Trans. | Sub. | Battleship | Carrier | Spy | Comcen |
| INFANTRY & DUG-IN INF. | 3 | 6 | 14 | 3 | 5 | 1 | 2 | 20 | 17 | 15 | 25 | 25 | 25 | 25 | 34 | 10 |
| ARMOR | 6 | 12 | 20 | 3 | 5 | 1 | 2 | 26 | 20 | 20 | 25 | 25 | 25 | 25 | 34 | 10 |
| TRANS. INF. | 9 | 18 | 26 | 2 | 3 | 1 | 2 | 18 | 16 | 14 | 10 | 5 | 5 | 5 | 34 | 10 |
| TRANS. ARM. | 9 | 18 | 26 | 2 | 3 | 1 | 2 | 9 | 8 | 7 | 10 | 5 | 5 | 5 | 34 | 10 |
| SUBMARINE | 10 | 20 | 28 | 1 | 4 | 1 | 2 | 0 | 0 | 0 | 100 | 25 | 34 | 34 | 34/0 | 0/10 |
| BATTLESHIP | 10 | 20 | 28 | 4 | 5 | 1 | 3 | 12* | 10* | 6* | 50 | 34 | 25 | 34 | 34/34* | 10/10* |
| CARRIER | 10 | 20 | 28 | 5 | 6 | 1 | 6 | 10* | 8* | 5* | 50 | 25 | 20 | 25 | 34/34* | 10/10* |
| SPY | 10 | 20 | 28 | 1 | 0 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| COMCEN | 10 | 20 | 28 | 8 | 6 | 2 | = | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 34 | 10 |

| AIRPLANES | Mission Range Radii | | | | | | Combat Missions | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | Short | Medium | Long | | | | | | | | | | | | | |
| | 10/7 | 20/14 | 40/28 | 8 | 12 | 0 | M-AIR STR. | 25% | 25% | 16% | 25 | 17 | 12 | 12 | 25%/25 | 16%/12 |
| | x/y where x = horizontal and vertical distances y = diagonal distance | | | | | | S-AIR STR. | 50% | 50% | 33% | 50 | 34 | 25 | 25 | 50%/50 | 33%/25 |
| | | | | | | | M-KAMIKAZE | 50% | 50% | 33% | 50 | 34 | 25 | 25 | 50%/50 | 33%/25 |
| | | | | | | | S-KAMIKAZE | 100% | 100% | 66% | 100 | 68 | 50 | 50 | 100%/100 | 66%/50 |

* "Bombardment" (attacks from more than 1 square away) inflicts half damage when the defenders' strength drops below 55 and cannot reduce the defender below 0.

In the Spy and Comcen columns, x/y where x = vs. target on land, y = vs. target at sea.

## Keystrokes/Commands

<ESC> = Exit
<F1> = Execute
<F3> = Terrain
<F4> = Airplanes
<F5> = Chat
<F6> = Burbs
<F8> = Destinations
<F9> = Treaties
<F10> = Options
<B> = Blitz/Unblitz
<B> = Bomb
<D> = Dogfight
<E> = Exploit
<H> = Home
<K> = Kamikaze
<O> = Orbital recon
<P> = Pursue
<R> = Repeat
<S> Sneak/Unsneak
<T> = Transfer airplane
<W> = Wait
<+> = Speed up
<-> = Slow down
<=> = Show = Who
<Space bar> = Zoom map
<Esc> = Exit/Undo
<Alt><C>, F5 = Chat
<Alt><G> = Game type
<Alt><J> = Joystick
<Alt> <K> = Keyboard
<Aly><M> = Mouse
<Alt><P>, Pulse Bar = Pause
<Alt><Q> = Quit
<Alt><R> = Restart
<Alt><S> = Save
<Alt><V> = Volume
<Ctrl><Alt><H> = Human
<Backspace> = Messages
<Alt><Backspace> = Messages
<\>, Bottom line = Chats
<NumLock> &
Keypad Nos. = Move Map
Keypad <5> = Center map on cursor

## Comprehensive Terrain Effects Chart

| Terrain Type | Move Cost | Defense Inf/Arm | Attrit. Inf/Arm | Resource Type | Can Inf. Dig In? | Who Can Repair? |
|---|---|---|---|---|---|---|
| Plain | 10 | - | - | Random | Yes | - |
| Forest | 15 | - | 0/1% | Random | Yes | - |
| Mountain | 20 | 1/4-1/6 | 0/2% | Minerals | Yes | - |
| Swamp | 30 | - | 3%/3% | Oil | No | - |
| Minerals | 10 | - | - | - | Yes | Land |
| Oil | 10 | - | - | - | Yes | Land |
| Burbs | 10 | 1/3-1/5 | - | - | Yes | Land |
| Dock | 10 | - | - | - | No | Both |
| Ocean | 10 | - | - | - | No | - |

a. Move Cost = the number of movement steps used to exit the listed terrain type
b. Defense Inf/Arm = the fractional reduction of damage inflicted upon units (infantry/armor) when they occupy the listed terrain
c. Attrit. Inf/Arm = percentage points lost from unit strength for entering and, in the case of swamps only, for each pulse they spend in the given terrain
d. Resource Type = the type of resource, if any, that will be produced if the listed terrain type is exploited (see Chapter 11)
e. Can Inf. Dig In? = can infantry units dig in on the listed terrain type?
f. Who Can Repair? = land units can repair at any burb, dock or resource, whereas ships can repair only on dock squares. Repair rates vary (see Chapter 10)

1. Penetration of the Center 2. Envelopment of Single Flank 3. Envelopment of Both Flanks 4. Attack in Oblique Order 5. The Feigned Withdrawal 6. Attack From a Defensive Position 7. The "Indirect Approach"

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Alan Emrich is an editor at **Computer Gaming World** magazine, where he oversees the **Computer Wargaming World** supplement in each issue.

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